ONLY £2.25

THE BEST FOR NEW MACHINES

JUNE 1995 ISSUE NO 163

9 770261 369062 06

68.00 ASCH
DM 12.50
S$ 13.50
$5.95
7000 L

COMPUTER AND VIDEO GAMES

ULTRA 64

Hard info and game pics!

BE AMAZED, BE VERY AMAZED

ALIEN TRILOGY invades the home – you have to see it to believe it. – P44

WHO ARE YOU STARING AT?

TEKKEN

– stamping on the 'nads of other beat-'em-ups – P26

CHAOTIX REVIEWED

Knuckles proves there is life after Sonic for Sega – P64

REVIEWED!

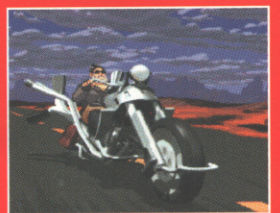
DAYTONA

Yes, it is better than Ridge Racer! – P15

EVERY MAJOR GAME REVIEWED AND RATED

100% INDEPENDENT

FIRST ENCOUNTERS – Well warped – P86



FULL THROTTLE – LucasArts return with their best game yet! P76

MICRO MACHINES 2 – The most playable game to hit handhelds – reviewed! P60

The fate of the Western World is in Your HANDS!

91%

So let 'em have it!!!

"**Jungle Strike** on the GameBoy is **smooth**, **fast**, has **great playability** and is **great fun**. **I can't recommend it enough!**"
Super Gamer 88%

GAME BOY™

Jungle Strike and Desert Strike are trademarks of Electronic Arts.

ocean
ELECTRONIC ARTS®

OCEAN SOFTWARE LTD · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 0161 832 6633 · FAX: 0161 834 0650

ULTRA 64

The Ultra 64 is happening. But can a cartridge-based system compete in a world of compact disc technology? Our first impressions are all good. Turn to page 10 now for the lowdown on Nintendo's gateway to the next generation.

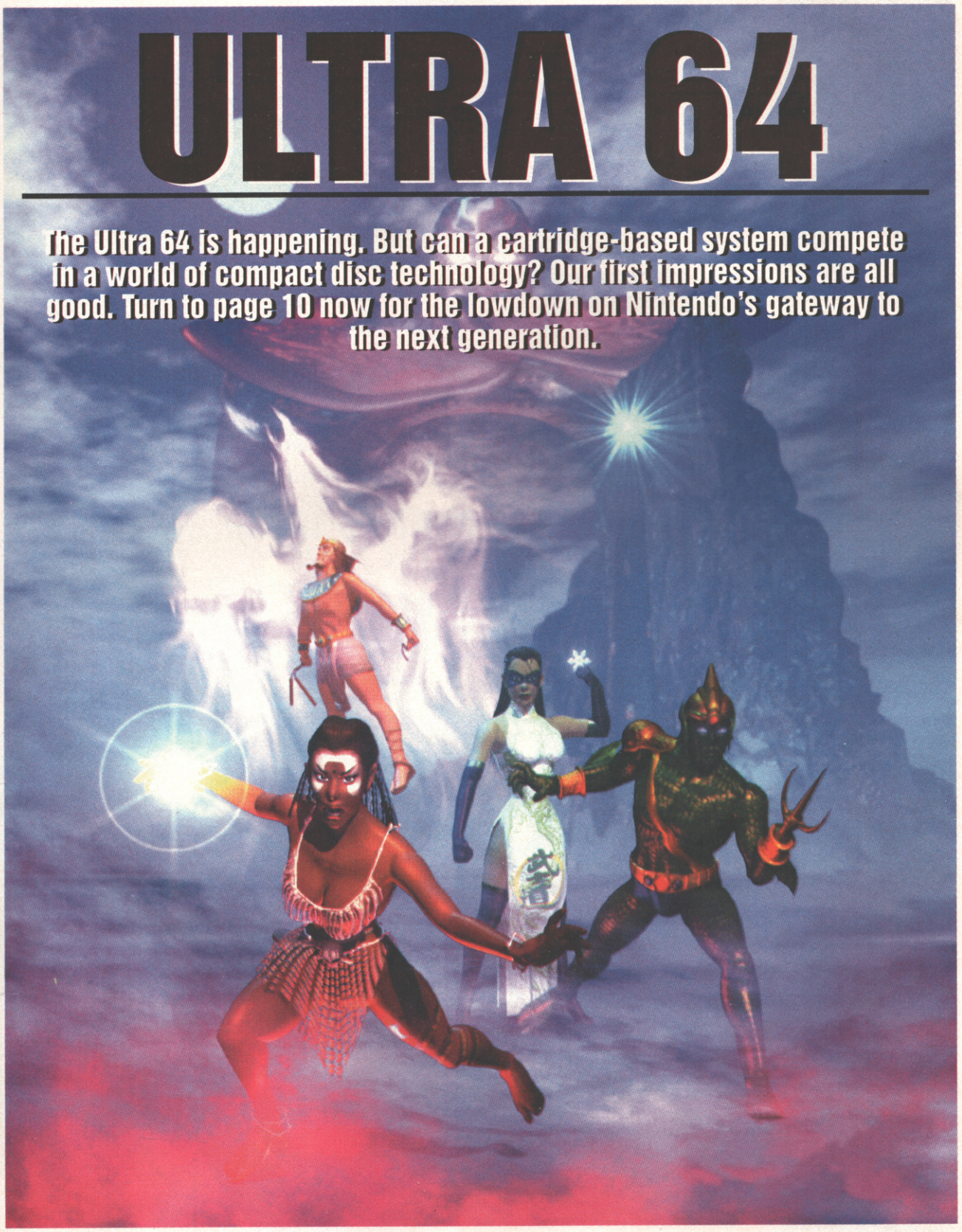
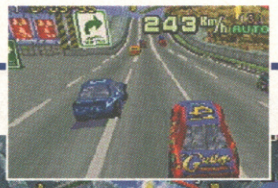


Image by kind permission of Alias

COMPUTER AND VIDEO GAMES

EDITOR:
MARK PATTERSON
DEPUTY EDITOR:
GARY LORD
ART EDITOR:
JULIE HEAP
DEPUTY ART EDITOR:
PETREA DOYLE
DESIGNER:
NIKKI CREED
REVIEWS EDITOR:
RAD 'CHEECH' AUTOMATIC
FEATURES EDITOR
SIMON 'CHONG' CLAYS

CONTRIBUTING WRITERS:
MARTIN KLIMES
STEVE MERRETT
RIK SKEWS
GABINO STERGIDES
PHIL DAWSON
MARCUS BEER
COVER ILLUSTRATION:
SEBASTIAN QUIGLEY
Editorial and advertising enquiries:
0171-972 6700
Editorial fax:
0171-972 6701
Subscription and Back Issues enquiries (9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
ADVERTISING MANAGER:
Julie McCarron
ADVERTISING EXECUTIVE:
Marianna Masters
PRODUCTION: Tina Gynn
SYSTEMS MANAGER:
Sarah-Jane Leavey
GENETICALLY ENGINEERED SCITEX ASSISTANT:
Nick 'Beaker' Claridge
CHEEKY MARKETING IMP:
Nigel Taylor
SCARY PRODUCT MANAGER:
Nichola Bentley
PUBLISHER:
Graham 'Darth' Taylor
SUBSCRIPTION ENQUIRIES:
CVG Subscriptions, Tower Publishing, Tower House, Sovereign Place, Lathkill Street, Market Harborough, Leicestershire LE16 9ES TEL: 01858 468888 RATES (includes postage and packing): 12 ISSUES UK: £34.00, AIRMAIL EUROPE: £52.00, AIRMAIL REST OF WORLD ZONE 1: £75.00, AIRMAIL REST OF WORLD ZONE 2: £89.00, REST OF WORLD SURFACE: £48.00, BFPO: £34.00, EIRE: £52.00
PRINTED IN THE UK BY: St Ives, Peterborough ADDITIONAL DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1995 ISBN NO: 0261-3597
DISCLAIMER: Although we take great care to ensure the accuracy of the information contained in this magazine, CVG and the publishers cannot be held responsible for omissions, errors, misprints or mistakes which may occur.



Is Daytona really better than Ridge Racer? And have Sega clawed one back for Saturn-kind?
– page 12

DAYTONA

TEKKEN

This is the best beat-'em-up ever. Find out why on
– page 26

REGULARS

6 News
The latest info and pics of Ultra 64 software.
24 In The Bag
Your views, our bin.
74 Out Now
The top games on the shelves at the moment.
100 Tips
This month we feature a solution to Hagane and the final part of our Syndicate guide.
96 Help
Got a problem? We'll help you if you're lucky.
112 Charts
What games are selling and on which machines.
114 Next Month
Find out about some major new stuff coming your way next issue.

content

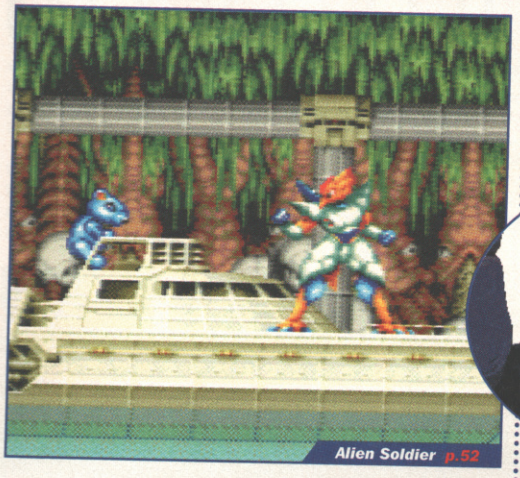
JUNE 1995 • ISSUE 163

ALIEN TRILOGY

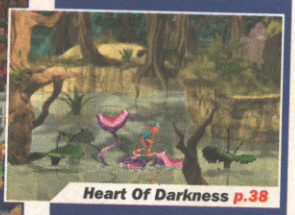
Prepare to be stunned by a revolution in computer graphics. Alien Trilogy is promising to be the hottest movie licence ever.
– page 45

25 MILLION READ NCE 19

REVIEWS


Alien Soldier p.52

Slam and Jam p.79


Heart Of Darkness p.38

Full Throttle p.76

– Mega Drive

60 Micro Machines 2 – Game Gear

62 Megaman X2 – Game Gear

64 Chaotix – 32X

67 Brian Lara Cricket – Mega Drive

68 Slipstream – PC CD-ROM

70 D – 3DO

72 Street Fighter II – PC

75 Gex – 3DO

76 Full Throttle – PC CD-ROM

79 Slam and Jam – 3DO

80 Illusion Of Time – SNES

83 Wayne Gretzky's Ice Hockey – SNES

84 Fever Pitch – SNES

86 Frontier 2 – PC

88 NFL Quarterback – 32X

94 Flight Unlimited – PC CD-ROM

EVERY MAJOR GAME REVIEWED AND RATED

15 Daytona USA – Saturn

22 Deadalus – Saturn

23 Starblade – PlayStation

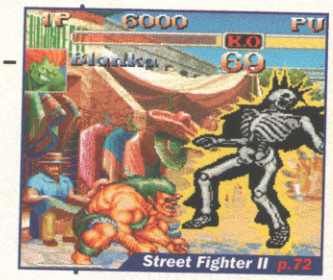
26 Tekken – PlayStation

52 Alien Soldier

- Atari 2600 Action Pack –PC
- Super Loops – Amiga
- Championship Manager Italia '95 – Amiga
- Manchester United-The Double – Amiga
- ATR – CD32
- King Pin – Amiga
- Fighter's History Dynamite – SNES
- Dharma Dojo – SNES
- Tinstar – SNES
- Lion King – NES
- Battle Pinball – SNES

SUPERSHORTS page 82

- Football Glory – PC
- Jetstrike CD – PC
- Ticonderoga – PC
- Radio Active – PC


Street Fighter II p.72

Flight Unlimited p.94

WORK IN PROGRESS

32 Samurai Shodown – Mega-CD

34 T-Hawk – 32X

34 Shell-Shock – 32X

36 NHL – Game Boy

36 PGA – Game Boy

37 Soulstar – 32X

38 Heart Of Darkness – PC CD-ROM

40 Super International Cricket – SNES

42 Fatal Fury – Mega-CD

42 Alien Trilogy – Multiformat

Sam Shodown p.32

Soulstar p.34

WIN! A PLAYSTATION & SATURN – see page 98

connected

the wired-up gaming news section

The latest news from

Virtua Fighter 2 ON SATURN!

Capcom on the latest

Atari get ready to launch some

version of the Street

Jaguar CD games.

Fighter coin-op – fea-

Virgin go PlayStation.

turing of course Kylie,

Imagineer sign old arcade

the Muscles from

classic Mr Do!

Brussels and Raul Julia

News on the Virtual Boy

(RIP). Plus turn the

Some Ace Combat on PlayStation

page for the latest

Baywatch pinball!

news on Ultra 64.

Perfect Golf on the PSX.

YET MORE STREETFIGHTER

Ever wondered what a cross between Mortal Kombat and Street Fighter would be like? Well dream no more dear reader because it's going to happen!

With the imminent release of the Street Fighter movie, Capcom USA have the next version of the game ready to roll. It's the eighth to date, not including any of the illegal altered ones, and they've promised to take the gameplay way beyond any of the other versions.

Instead of the old-fashioned sprite-based graphics, all the characters from the movie have been digitised and put into the game – taking up a whopping 260 Megabits on their own! As for the playability, well, there's going to be 12 backdrops taken from the film, texture-mapped graphics, 50 all-new combat moves and multi-hit combos including many from SFII turbo.

It all sounds very promising, but the question is how will people take to a bunch of characters who've changed completely since their last outing? With Cammy transformed into combat Kylie, who knows how it'll go down...

Meanwhile they're also putting out a little number called Street Fighter Legends. The game features most of the characters from SFII, plus a couple from the original Street Fighter. All the graphics have been redrawn so they're larger and more detailed, while there's more combo potential than ever before. It should be in the arcades before the end of the year.

The MK conve
The latest nev
64-bit version
the process) i
to include the
possibility of
have the Satu

Meanwhile
this country d
the cheat cod
another level.
muster, next i

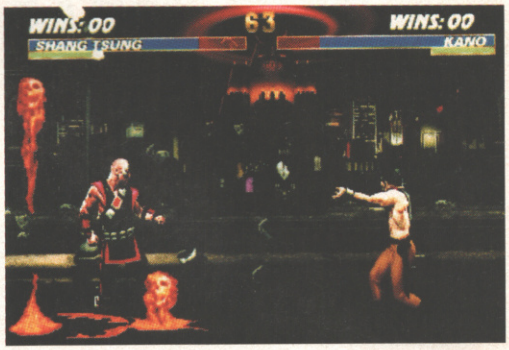
With Daytona
of weeks, Seg
the unveiling
Fighter 2. At a
they showed
which look alm
mapping, spe
par, so it look
an arcade-per
the year.

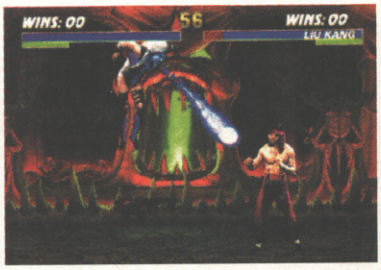
However,
release. Which
what's going t
Fighter 1? Cha
packaged with
means we cou
the shelves be

MK FOR PC?

The MK conversion saga continues to twist and turn like a very twisty turny thing. The latest news is that new boys GT Interactive, have signed the rights to 32 and 64-bit versions. Although Sony have now finalised the deal (and gazumped Atari in the process) in which the game breaks on PlayStation first, apparently they forgot to include the PC CD-ROM version in the exclusivity contract, which means there's a possibility of that version appearing before Christmas. As for GT, they're aiming to have the Saturn and Ultra 64 versions of the game ready for spring '96

Meanwhile the coin-op's almost ready to roll, with final versions going on test in this country during May. The list of features for it continues to mount. In addition to the cheat codes, you can now hit the others characters so hard you blast them into another level. Watch out for the review and all the cheats and moves we can muster, next issue.





SATURN VIRTUA FIGHTER 2 — FIRST PICS!

With Daytona only on the shelves for a couple of weeks, Sega have already eclipsed it with the unveiling of the Saturn version of Virtua Fighter 2. At a press conference in Japan, they showed off the preliminary graphics which look almost arcade perfect. The texture mapping, speed and animation are all up to par, so it looks like Saturn owners can expect an arcade-perfect conversion later in the year.

However, there's no news of a UK release. Which begs the question, what's going to happen to Virtua Fighter 1? Chances are it could come packaged with the machine which means we could see the sequel on the shelves before Christmas.

THE PERFECT GOLF

For the first time in ages, there's a golf game on the way that doesn't use digitised characters. The Perfect Golf on PlayStation relies on Tekken-style texture mapped graphics for the golfers. Import copies are due to arrive in a couple of months.

ZERO DIVIDE

With the PlayStation already boasting two of the best beat-'em-ups to appear in a long, long time, there's a third 3D combat fest on its way this summer. Zero Divide replaces most of the traditional human characters with giant robots, each boasting plenty of excellent special attacks along with tons of hidden features. Preview next issue.

BABEWATCH

Forget Dirty Harry, Friday the 13th and Addams Family pintables, here comes one with real lethal weapons.

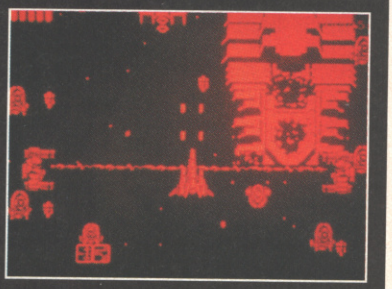
I mean, Baywatch Pinball is pretty sad, right? But a with a video function featuring young Pamela Anderson too, well, just what are Sega trying to sell this game on?

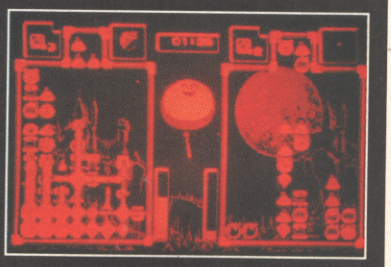
The game features a good, clear play area, with plenty of secret games, including a fantastic video mode on the super-sized LED display. On top of that there's a six-player mode and doubles setting – unseen on any pintable until now. It's also loaded with all the usual multiball and lock features, sub-games and ramps.

And, yes, there's plenty of David Hasselhoff speech which has been especially recorded for the game, although, thank the dear lord, there's none of his singing.

BOY OH BOY

With still no firm release and price details for the Virtual Boy, it's no wonder that people over here seem to have given up on it. It's a different story in Japan, though, where increasing amounts of software are being shown to the press. The latest batch include a Tetris-style puzzler and a scrolling shoot-'em-up. Both games look rather fun, although unless Nintendo can bring the Virtual Boy out for less than £100, we don't think it's worth releasing.

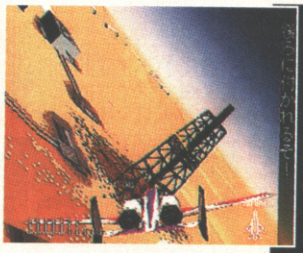


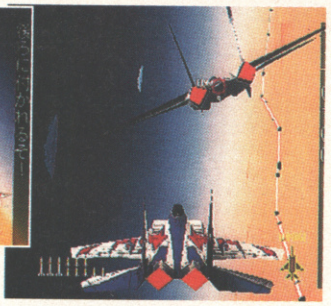


ACE IN THE HOLE

Feast your eyes on these pics of what could well be one of the hottest PlayStation titles this summer. Ace Combat is a cross between Afterburner and more conventional flight simulations, fronted with some of the fastest, neatest 3D graphics the machine's yet seen.

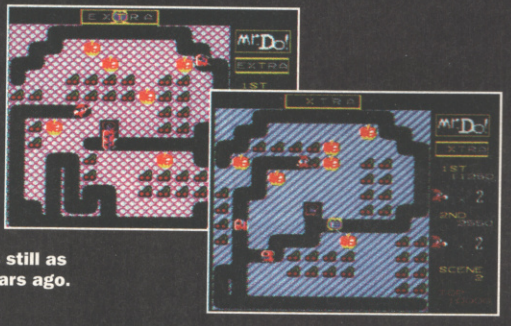
The aim is to complete a series of increasingly tough missions which pit you against a variety of ground and air targets as well the usual hazards of running out of fuel and ammunition.





Early news of Ace Combat on PlayStation is that it's looking cool.

Finally the retro-gaming fad has caught up with one of the most addictive games ever. Mr Do!, hero of the arcades a whopping 13 years ago is set to appear on the SNES in Japan thanks to Imagineer. Although there isn't any information as to an official release date, it should be available on import this summer. They won't have any trouble producing an arcade-perfect conversion, but it remains to be seen if the game's still as playable now as it was all those years ago.



DA-DO-RUN-RUN

VIRGIN CONSOLE THEMSELVES

Virgin's commitment to the next generation super consoles took a step in the right direction with news of their 1995 schedule. Development teams from both sides of the Atlantic are working on about a dozen titles for the PlayStation and a similar volume for the Saturn.

PlayStation titles include IndyCar Racing, Hoopz (a basketball title), Nascar Racing, Papyrus', Tilt (a pinball simulator) and Cool Spot 2. The return of the carbonated hero in an isometric platformer should show off the PlayStation's impressive 2D capabilities in full.

Meanwhile, Virgin are hoping to have about six Ultra 64 titles ready by Christmas, depending on whether Nintendo's machine rolls off the production line for the festive season.

You can get to level 26. But can you get to San Francisco?

Fancy a trip to the final of the **WORLD GAMES CHAMPIONSHIPS** in San Francisco? For the second year running, you frenetic finger-freaks can register at any **BLOCKBUSTER** Video Store from June 1 to take part in the in-store knockout rounds. You'll tackle Sega NBA Jam Tournament Edition and Nintendo Donkey Kong Country. So if you think your digits can do the do, register now, and you could jiggle your joystick all the way to San Francisco.

the entertainment team

Nintendo

SEGA

Acclaim entertainment, inc.

BLOCKBUSTER VIDEO

BLOCKBUSTER WORLD VIDEO GAME CHAMPIONSHIP II

Excludes Blockbuster Video Stores in Portsmouth and surrounding areas.

ULTra bright for ULTra 64

Nintendo's £200 dream machine is no longer a figment of the imagination. Its 64-bit technology should be invading our bedrooms come Christmas of this year. CVG gives you the lowdown in the Ultra 64's rather secretive development...

SIGN ON THE DOTTED LINE

It's early days, but companies are chomping at the 64-bit to get involved with Nintendo's next generation console

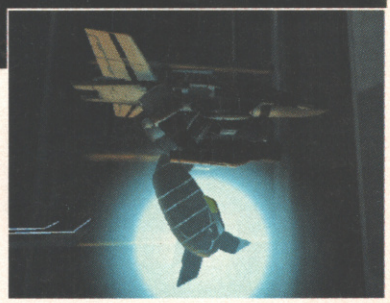
RARE
Currently working on Killer Instinct and Bond licence, Goldeneye.

SIERRA ON-LINE
Pioneers of on-line gaming should bring us Ultra 64 Red Baron

SPECTRUM HOLOBYTE
Flight sim specialists should bring aeronautical thrills to Ultra 64 owners.

WILLIAMS
Programmed Cru'sin' USA for the arcade. It's a fair bet it'll be converted for the Ultra 64.

VIRGIN
Have over half-a-dozen Ultra 64 titles under development.
Other interested parties include, DMA, Software Creations, Ocean and GameTek USA.



OK, so you're all aware that the Ultra 64 is supposed to be the things dreams are made of, but to make a winning console takes more than state-of-the-art hardware. It takes development kit and creative software to turn today's dreams into tomorrow's realities. In their bid to be console kings, Nintendo have taken a celluloid leaf out of the movie industry.

Alias is the software package responsible for the special effects used by Industrial Light & Magic in movies like Terminator II, Jurassic Park, The Mask and the new Batman Forever film.

What Alias possesses is extremely powerful and creative animation tools which allow developers to create 24-bit graphic images with speed and simplicity. Filmmakers and special effects departments have been so impressed with sequences created by Alias that they believe without question, that some movies would not have been logistically possible without it.

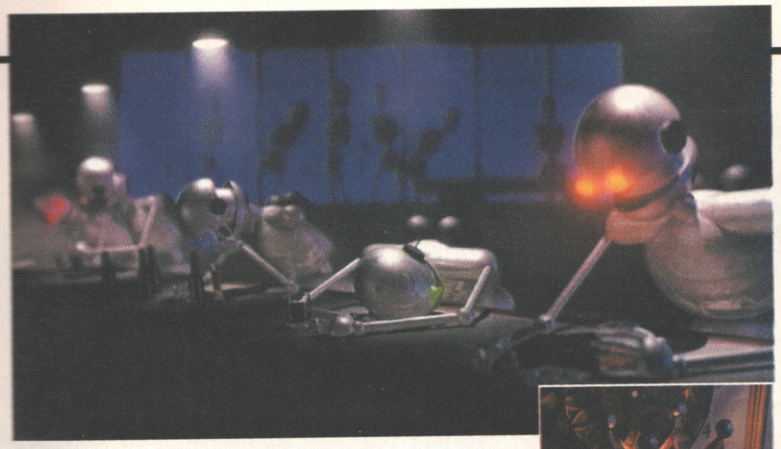
With this in mind, and the fact that Alias has extra tools for game production, Nintendo are drawing on the software's creative muscle

These robots are courtesy of Alias' software and by the looks of them they're well oiled

to bring this typ
ogy to Ultra 64
when a software
becomes an Ult
er they are imm
shipped Alias to

It may come
prise, but Ninte
putting great st
creative talent.
majority of the 1
worldwide devel
from the UK. On
developer is Ra
brought SNES o
groundbreaking
Country, which
have been realis
the advantages

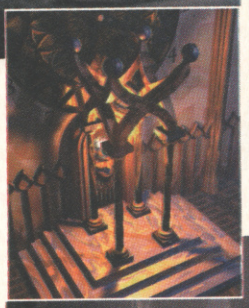
Rare are cu
oping solely for
while practically
are being kept t
wraps, it's a kn
they're working
Ultra 64 versio

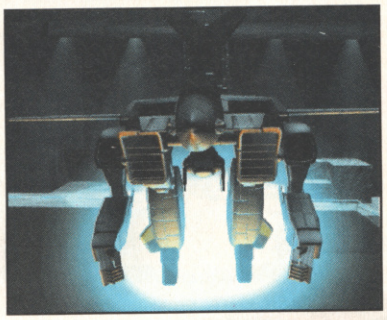


HEY, MISTER
WHAT'S IN THE BOX?

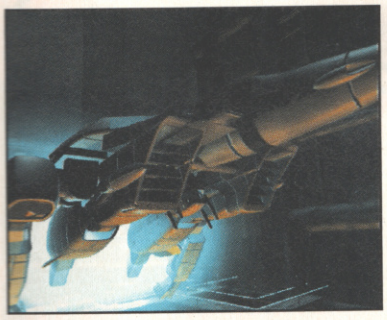
While no-one's confirmed what's going to lurk beneath the plastic casing of the Ultra 64, most folk are backing this spec.

R4200 RISC processor (PlayStation uses an older R3000A chip).
Clock speed in excess of 100 Mhz (top PC's achieve this kind of speed).
24-bit with 16.8 million colours available with high resolution video and CD quality.
HDTV (TV screen resolution of the future).
3D anti-alias texture mapping (this allows shapes to feature surface detail with higher definition than current TV standard).

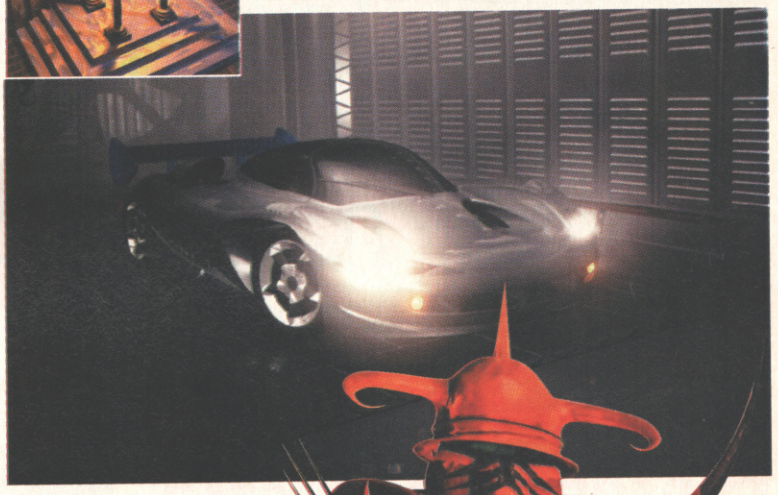




These robots are courtesy of Alias' software and by the looks of them they're well oiled



GameTek USA's stunning Robotech front end.



to bring this type of technology to Ultra 64 owners. So when a software house becomes an Ultra 64 producer they are immediately shipped Alias to work on.

It may come as a surprise, but Nintendo are putting great stock in British creative talent. In fact, the majority of the 16 current worldwide developers are from the UK. One such developer is Rare, who brought SNES owners the groundbreaking Donkey Kong Country, which would never have been realised without the advantages of Alias.

Rare are currently developing solely for Ultra 64, and while practically all projects are being kept tightly under wraps, it's a known fact that they're working hard on an Ultra 64 version of that coin-op winner, Killer Instinct. Timed for a conjunctive release with the Ultra 64, Rare say that the machine has the power to run all the features present in the current coin-op, plus some extra improvements.

Rare claim there'll be no difference in sound, detail of character or speed. They also say that following feedback from the gaming public they've been able to fine tune and improve the gameplay.

On the topic of Ultra 64 itself, Rare's Simon Farmer, while tightlipped on the actual machine specifications had this to say:

"The Ultra 64 will be the most powerful console on the market when it's launched later this year... The Ultra 64 compares extremely favourably with other new machines. In almost every area it outclasses the competition... Developers will be capable of producing true next generation software... The power of the hardware is such that we can begin exploring areas of gaming not yet seen on any system."

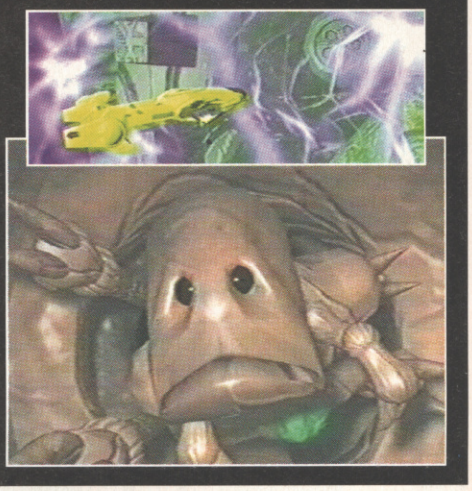
So, if you want a taster of what the Ultra 64's going to be like, stick a quid in Ultra 64's older brother and play Killer Instinct.

ATARI'S CAT GETS THE CD CREAM

With the Jaguar's CD unit just weeks away from its launch, the first taste of a few shiny CD appetisers are filtering through the proverbial games percolator

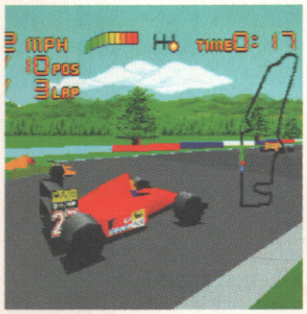
CREATURE SHOCK

Virgin's interactive-ish CD-ROM title is to be converted to the Jag. At present it looks the same as its PC counterpart, but Atari promise that the action will involve some playability.



F1 RACER

Developers Teque are looking for a September release for their impressive F1 Jag title. Based on, yes you've guessed it, Formula 1 Grand Prix racing, F1 Racer will bring texture mapped driving thrills to Jag owners. The game will also boast a split-screen option and seven views to enjoy your drive from.



F1 Racer on Jag CD looks far more promising than the turkey that was Chequered Flag.

SOUL STAR

Core Design's 32X space shoot-'em-up is currently being warped over to the Jaguar. With 19 levels Soul Star on the Jaguar should boast a few enhancements over its Sega relative, but don't expect miracles.

Atari reckon they'll have an 20 extra titles by the summer and 100 by the end of the year.

BLUE LIGHTNING

Take to the skies in a variety of state-of-the-art jets in Atari's souped-up version of what was the Lynx's answer to Afterburner. What we've seen moves very quickly, but with only a few levels anywhere near complete it's difficult to gauge whether we're dealing with just another 16-bit style shoot-'em-up.

DEMO

Going on looks and
version. Being pack
mindless play. Dem

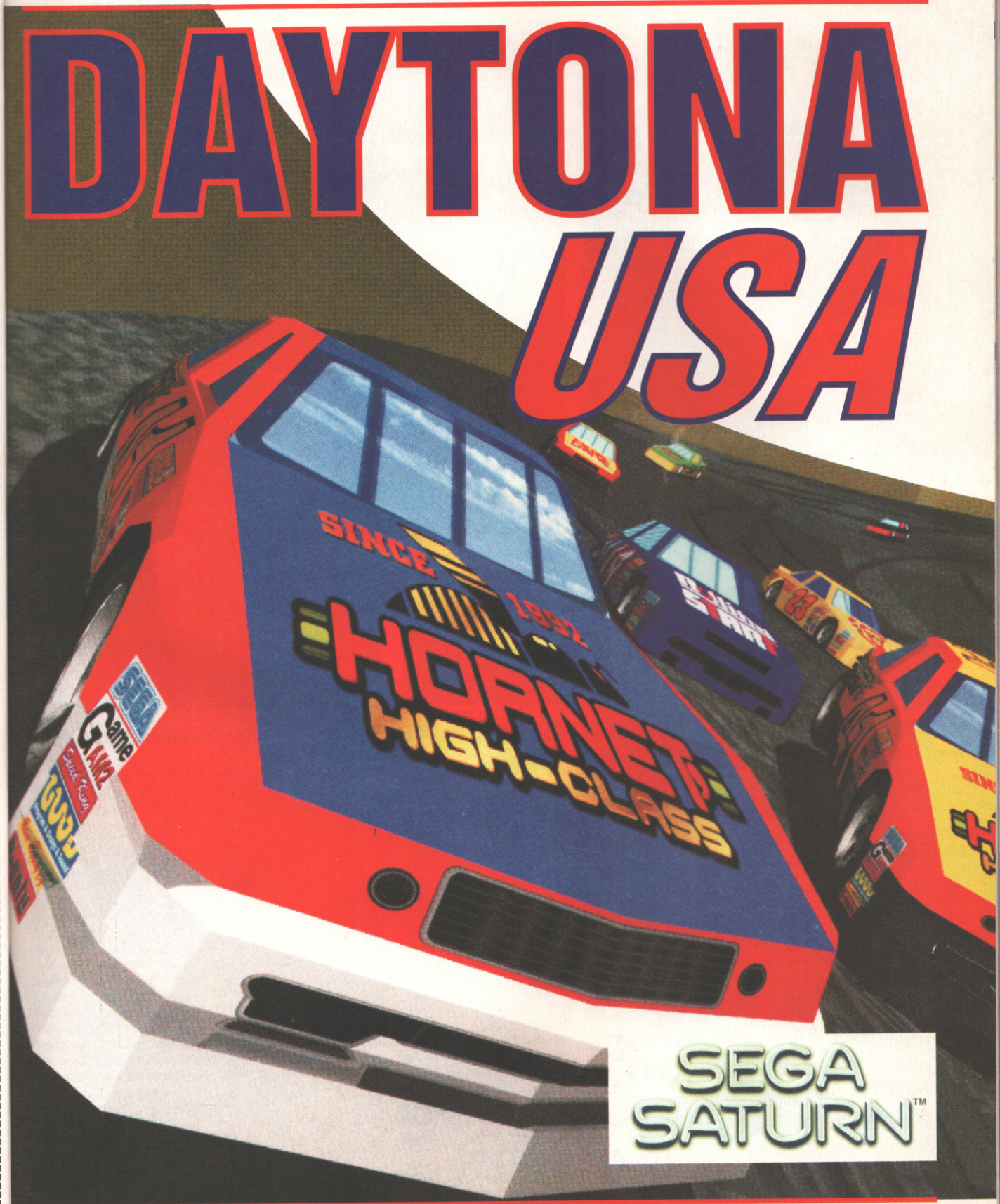
VARU

Jaguar owners ar
futuristic combin
and 3D shoot-'em

ALIEN PRED

After the succe
Atari are curre
op AVP2. Why
able, but rumo
Atari's Virtuali
Although Atari
this to say abo
ent character

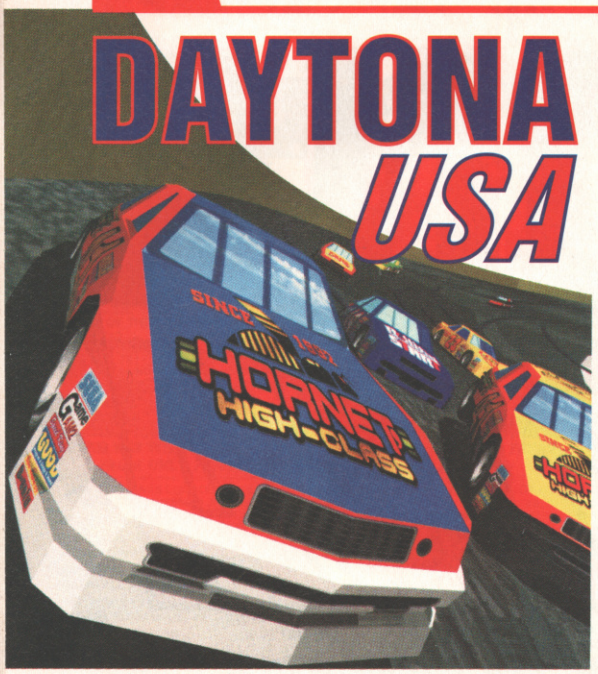
DAYTONA USA



DAYTONA USA

the new machines

CVG GOLD



- SEGA SATURN
- Racing Game
- Arcade version also available
- No other versions planned

Have Sega turned their arcade driving success into the Saturn's racing dream? CVG puts its pedal to the metal to ask that all-important question: is Daytona better than Ridge Racer or what?

The graphical detail is superb, although the update is rough in places.

Daytona has arrived. We've been expecting it for months mind, and if it hadn't arrived this issue its delivery would surely have had to be induced. The news from Sega this side of the Rising Sun was that their flagship racing title for the Saturn was only 70% complete, and that the game's programmers were still beavering away on the game's clipping and the detail on the other cars, and though we're mighty impressed with this Next Gen racing game, the first thing anyone says at first sight is along the lines of 'God that screen update is crap', or 'Isn't the clipping bad'.

But don't people go on, eh? Espesh' when you're trying to play Daytona, 'cos you don't want an endless stream of peeps watching you and going on about such things, because at the end of the day Daytona is a right royal racing game. It's brilliant and that's official.

There are three splendiferous tracks to race (plus there's a cheat for you to spin the tracks around), a beginner's, intermediary and an expert's course (which is totally rock by the way) so you can rest assured in the longevity stakes.

There are two modes too: Arcade and Saturn (the latter means no time limit and more cars). The further you progress and the more proficient a racer you become the more you are rewarded with bonus cars and there's a surprise 'vehicle' when you complete the game. Arcade aficionados will no doubt find that Daytona Saturn does not handle quite like their fave coin-op, but that's by the by because this game has an addiction and playabilty factor all of its own that hits the roof, breaks through and continues to climb skywards.

The game has a distinct AM2 feel and look to it, with references to the programming team's previous games scattered in the tracks, like a statue of Jeffry from Virtua Fighter in the last track, as well as a bridge that looks akin to the one raced across in Virtua Racing. Each player, though, will find their own favourite bits of road-side point of interest. This is all just scenery though, and we mustn't let it get in the way of the fact that Daytona is so blinkin' great to race.

There are four different views, and plenty of computer opponents to give you a run for your Yen, with each

GAME BY AM2 AND SEGA ● FOR IMPORT COPIES CONTACT COMPUTER EXCHANGE (0171 636 2666)

NOW VIEWING

I don't know about you but I like to sit well back when I'm driving and enjoy the ride, but there are some people who like to have their head right up against the windscreen, and then you get your wishy-washy liberals who can't quite decide and just go for the middle option.

ON THE BONNET:

▲ Fast and definitely exhilarating as you see everything hitting you head-on.

ON THE WINDSCREEN

ABOVE THE BOOT

▲ Slightly further back so that you can just see your bonnet when it begins to get crumpled.

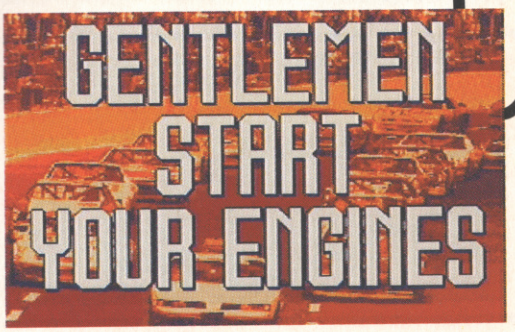
TWO STEPS BACK

▲ This gives you a good view of the proceedings in that it's easy to judge your corners, but it does lead you to sometimes over compensate and skid easily. From here you can also watch the wheels turn as you go round the corners.

▲ This view is not a popular one in the CVG office mainly because it's too difficult to control and anticipate your cornering, but that doesn't mean that we don't appreciate that it's there.

opponent vying for their part of the track. Collisions with the barriers, walls etc have a truly spectacular effect. The more your car bashes and crashes the more beat up your motor will look, ie your bonnet and boot become more and more crumpled. You never become so tangled with the scenery that it interferes with the gamplay, though.

Sega have been promising a lot with Daytona, especially when they saw how good Ridge Racer looked, but they've delivered the best racing game to be found on a home machine. Anywhere.

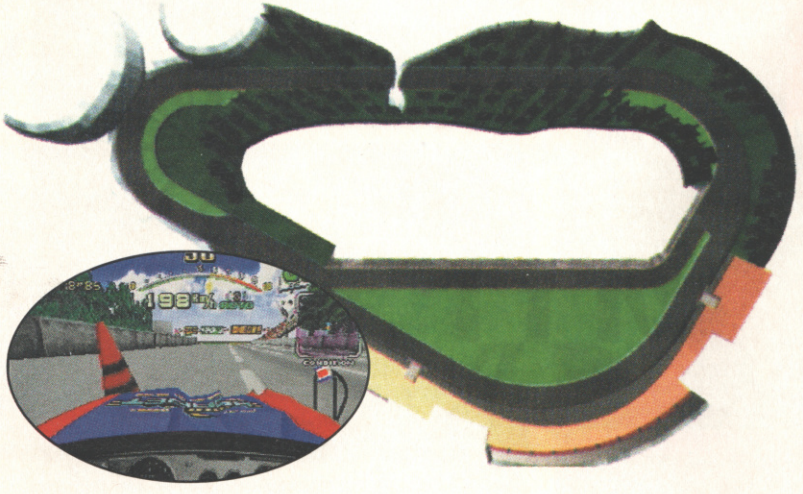


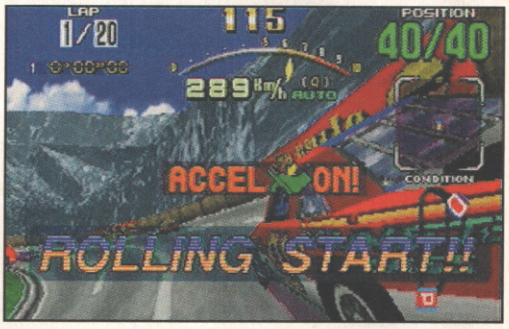
DAYTONA USA

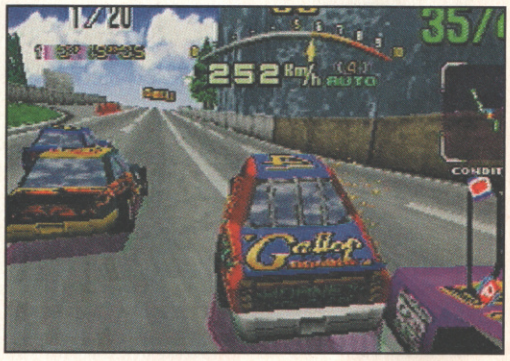
Let me take you through it

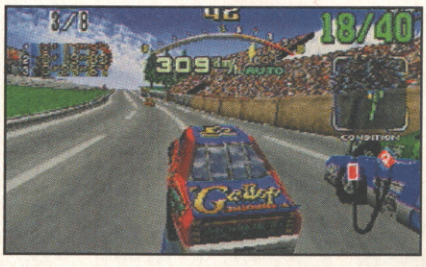
TRACK NUMBER ONE

This is your beginnery course and it's almost an oval shape like the real Daytona course, but it's only the last bend (just after the Sonic carved in the rockface) that's at all tricky. There are eight laps to complete and 40 cars to compete against and each lap time runs down the side of the screen. Try for between about 16 and 18 seconds!









TRACK

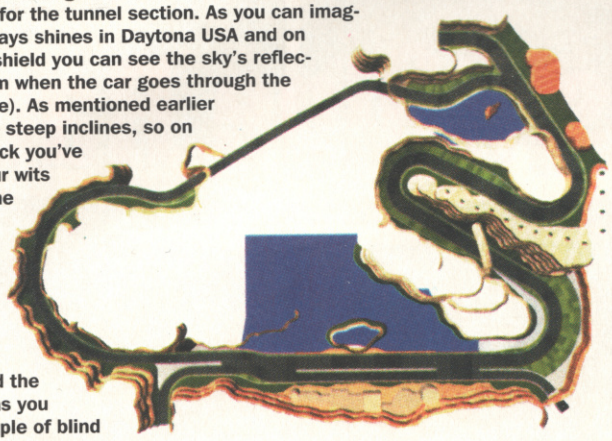
You should be
it's really the
it's down to yo
manual car yo
turn is as you
turn to the lef
ine the sun al
the back wind
tion, (apart fr
tunnel of cour
there are som
parts of the tr
got to have yo
about you as
on-coming
road appears
gert quick. The
sights to look
out for on this
track are the
yachts moored
on the lake an
wind turbines
hit the last co
bends.

TRACK

This is known
be a Daytona
haven't compl
to have a race
top notch: the
ship; the spac
ing in a roadsi
enjoy, just che

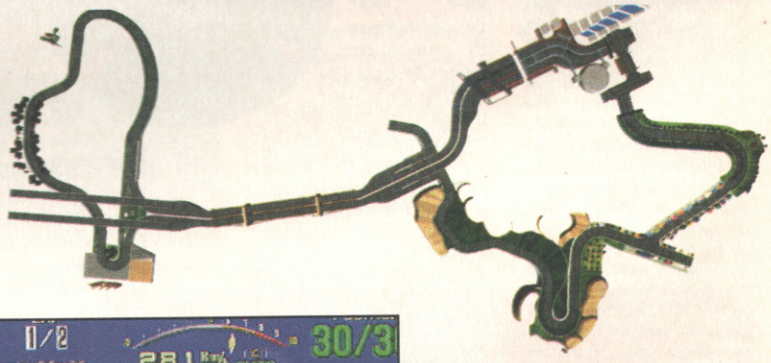
TRACK NUMBER TWO

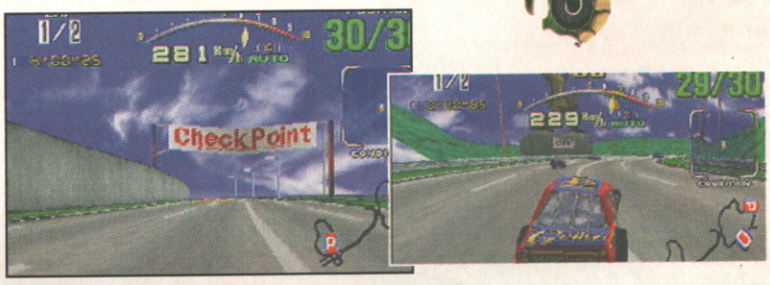
You should be able to complete about 80% of the course without too much trouble, it's really the last section which requires some deft manoeuvring on your part and it's down to your skillage as to how you manoeuvre around them, ie if you're in a manual car you're going to have be quick with those gear changes. The first testing turn is as you go through the mountain and you have to make a quick turn to the left for the tunnel section. As you can imagine the sun always shines in Daytona USA and on the back wind shield you can see the sky's reflection, (apart from when the car goes through the tunnel of course). As mentioned earlier there are some steep inclines, so on parts of the track you've got to have your wits about you as the on-coming road appears gert quick. The sights to look out for on this track are the yachts moored on the lake and the wind turbines as you hit the last couple of blind bends.

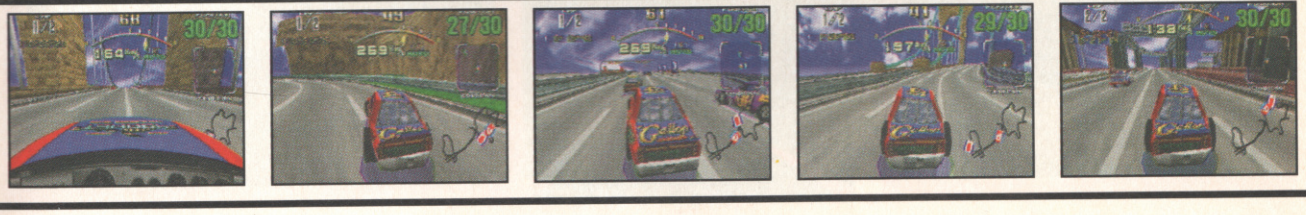


TRACK NUMBER THREE

This is known as the expert track, and by golly you have to be a Daytona expert to complete the bleeder. Even if you haven't completed the first two tracks though, you'll want to have a race round as the scenery-stroke-graphics are top notch: there's the suspension bridge; the tall sailing ship; the space shuttle and of course the horses pasturing in a roadside field to mention only a few. Explore and enjoy, just check out that convoluted map!







DAYTONA USA

Daytona vs Ridge Racer

OK, so what's best, eh? Ridge Racer or Daytona? It's a thorny one, but CVG have the answer. So read on, find out, then complain if you disagree...

Back to the question that's going to crop up for time in memoriam, and that is if you put Daytona head-to-head with Ridge Racer which one is the bestest? Here goes...

THE CARS

There's not much difference here as in both games what you lose in grip you gain in speed. Daytona does have a novel car when you've completed all the tracks, it's only one horse power though! What gives Daytona the edge though is that you can ram the other cars, which gives it a big plus over Ridge Racer when it comes to realism

THE TRACKS

Daytona certainly has more tracks, though you could say that Ridge sort of has three tracks as first off you've got your standard course, then you have the extra twiddley twirly winding section which isn't that detailed followed by the mirror mode. There's no getting away from the fact that Daytona has three in fact totally separate courses that are all very different indeedy, which surely adds to the playability and longevity factor of the game. So Sega come out top there.

THE GRAPHICS

Certainly Ridge Racer looks far smoother than Daytona as the clipping destroys the illusion of reality. The screen redraw looks as if there's a bunch of scene shifters putting up the scenery as you're driving along. What makes up for the lack of clarity though, is the detail present on all of the tracks.

THE SOUND

The engine noises in Daytona are somewhat gutsier than in Ridge Racer, but it has to be said that the music in Ridge is far better than the 'Blue, blue, skies' ditty you have to put up with in 'Tona.

THE PLAYABILITY

This is of course the $64,000 question, but I have to come down in favour of Daytona in that more tracks makes this game so much more interesting to play. The collisions and other opponents are far more aggressive and courses are far more ingenious.

ON YER HEAD JEFF'

On track three, as you pull up to the statue if you have a fiddle with your joypad you'll be able to make Jeffry perform some basic gymnastics. Clever, eh?

IT'S A VICTORY LAP FOR YOU AM2

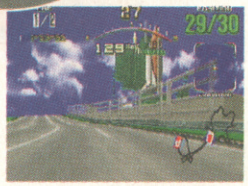
Come first and you're treated to a customary victory lap cut scene, not only this but you get to see a naff picture of the programming team.

BUT THEY'VE GOT NO FEET

If you look carefully (actually you don't even have to look carefully) you will see that when you pop into the pits (which if you're on a long and enduring race and you're pretty beat up then it's a good idea) that your pit men don't have any feet to speak of, but then again they're only polygons at the end of the day.

CVG GOLD

Is Seamen Staines on board?

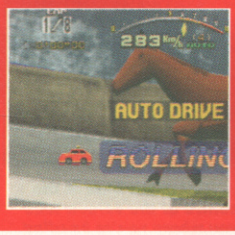


Where've they all gone? playing Catch-up

It's the space shuttle, in Japan. Whoa.

RUN WHITE HORSES

On track number three you'll notice there's a field of horses. Now if you've ever gone for a walk in the country then you'll have noticed signs about not 'mithering sheep' (especially in Wales) or horses and the like, since you've probably never moved away from the front of your new Saturn. Well worry not, because in Daytona you can mither all the horses you like. Just drive after them, go on, try and run them over, and don't worry since it's not real! They're only virtual 'orses. And you can drive one later in the game too!



THE HEAD-TO-HEAD TEAM VERDICT

SIMON CLAYS

Daytona was a right quandary to me, proper do I or don't I syndrome. In the end I took to it more than Ridge Racer, despite its slighly jerky update and hideous soundtrack.

MARK PATTERSON

Although Daytona is nowhere near as polished as Ridge Racer, it does play better, mainly because you can ram the other cars off the track and smas your own car up.

RAD AUTOMATIC

Ooh, Daytona gave me a headache. First I liked it, then I didn't, then I did again. Admittedly it looks pretty grainy, but take the time to get into it and it's total aceosity.

VERDICT

SATURN

Daytona drives like a dream, which is why it's a winner. Playability alone won't sell a next generation machine – just look at Tempest on the Jag. So games on your Saturns and PlayStations have got to look state-of-the-art. Although the clipping somewhat lets it down, the rest of Daytona's graphics are sublime. The soundtrack becomes irritating, but the car's engine has a real roar to it and the crashes are smashin'. The competive racing element is pitched just right and once you pick up that joypad you'll be after personal bests from the word GO.

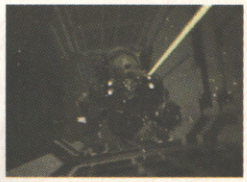
GARY LORD

GRAPHICS	90
MUSIC	89
EFFECTS	96
PLAYABILITY	97
REALISM	95
VALUE	92

OVERALL

96

the new machines



SEGA SATURN™

■ SATURN

Jaguar, 32X, PC and soon the 3DO will all have Doom. What's the Saturn got? Deadalus. Oh well, you can't have everything.

Deadalus

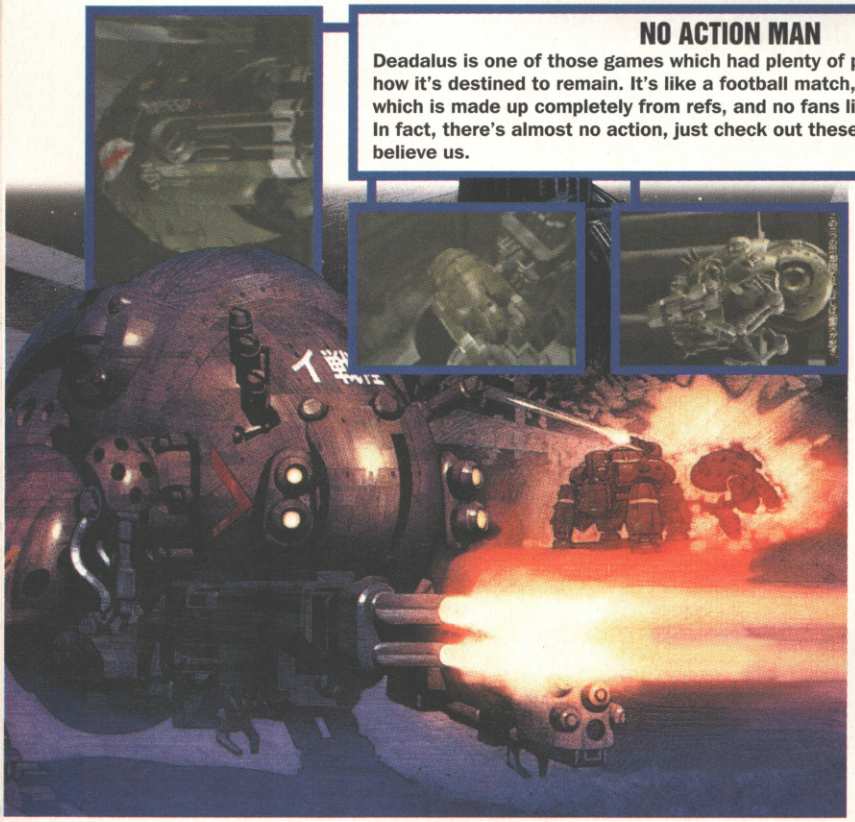
Deadalus is the simple tale of one man, his giant robot suit called Arnold and a cast of playful, but nasty aliens. The problem is these beings seem a bit shy, and aren't inclined to show their pixellated robot faces much in the game, so there's plenty of time squandered just wandering around trying to figure out just where the hell you are.

It's not that we want to sell the game short, because it isn't bad. It's just D-U-L-L. The fact that most of it is set in murky, dark levels doesn't help either. And any shock value of creatures staggering out of the shadows towards you is lost because by the time that happens your pulse rate's dropped to single figures.

Perseverance brings you to the later stages, which are an improvement, but don't even partially make up for the tedium you experienced earlier on. In fact, they probably only seem better because you've gone through such a nightmare getting that far.

NO ACTION MAN

Deadalus is one of those games which had plenty of potential, but sadly that's how it's destined to remain. It's like a football match, but with only one team, which is made up completely from refs, and no fans like at a Wimbledon game. In fact, there's almost no action, just check out these shots if you don't believe us.



▲ That green blob in the centre of the screen tells you where you're heading.

ALTERNATIVE

VARIOUS

■ Doom/Doom2

■ Jaguar, PC, 32X

Whatever format you own, this founding father of its own genre is still king of the heap, and until id come out with Earthquake, the third game in the series, it looks like it's going to stay there.

■ ALL SCORED WELL

▲ See that Mega Drive there? That's yours, that is because you can't afford a Saturn.

VERDICT

SATURN

It's not that Deadalus is a bad game, it's just dull. Kind of like the Saturn equivalent of Douglas Hurd, but without the silly hair. Technically there's no faulting this game. The scrolling's smooth, there's no ridiculous loading time and the controls are easy to use. But games like this usually depend on floods of enemy creatures attacking you to keep the pulse racing and the action flowing. Sadly that element is not here and the game suffers as a result. Deadalus? Deadloss more like.

MARK PATTERSON

■ GRAPHICS	70
■ SOUND	61
■ PLAYABILITY	62
■ VALUE	55

OVERALL

57

● GAME BY SEGA ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR IMPORT COPIES

the new machines

■ £79.99 ■ Shoot-'em-up
■ 3DO version also available
■ Saturn version likely

PlayStation

Starblade

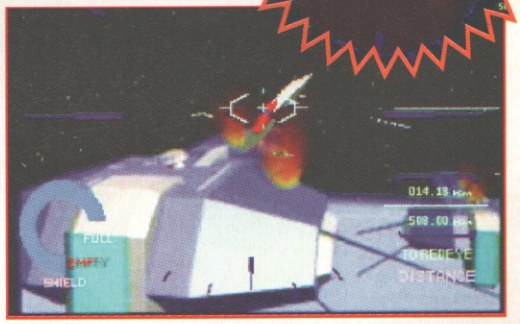
Where did all those enemy spaceships come from? And why haven't I got some heftier firepower? Oh, I'm playing Starblade that's what...

Namco aren't doing badly, they've got some great arcade games that are ready for release on the next generation of machines, unfortunately Starblade isn't really one of them. It's a fine old blast, nonetheless, as you take on the role (in true videogames stylee) of top star fighter, pilot-type person, only harder and faster 'cause you're in Squaron Geo Sword. Which is, like, the best squad in space. Apparently.

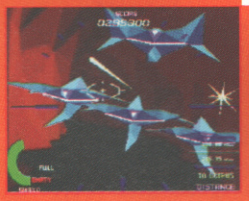
3DO fans will no doubt be aware that this title is also available for their machine, and there's not a whole lot here that is greatly different, and no doubt Namco are pleased with a more or less a perfect arcade port over. Then again the arcade was never that exciting, it's real appeal it has to be said was down to the fact that there were usually up to six of you blasting away at the enemy's multifarious star fleet, as, like you're trying to reach (and destroy) the Planet Red Eye.

What keeps your interest is the assortment of craft to blow out of the sky that there are in Starblade, there are even a few TIE fighters doing a bit of moonlighting in this game, the only thing is that your firepower remains nothing more than a simple laser fire.

Hold that button down and cosmic carnage can be yours, that's only if you can actually hit anything, but with a never-ending supply of firepower it's more than likely that you're gonna hit something.



THIS TOWN NEEDS AN ENEMY



Never in the field of human (or indeed inhuman) conflict have so many spaceships appeared in one game, and here for your graphical pleasure are a few of 'em...
Not particularly integral to the gameplay, ie you don't have to read all this but it adds to the plot of the game, and although we usually don't give two hoots as to the plot of a game, we do actually like a game to have one, not matter how unorignial and formulaic it happens to be.

ALTERNATIVE

JAGUAR
■ Atari
■ Tempest 2000
Jeff Minter's bonkers shoot-'em-up which will take you to an obsessional level to reach the top of the high score table. And it has one of the best soundtracks anywhere.

■ ISSUE 159: 96%

VERDICT

PLAYSTATION

Fans of the coin-op will probably go out and buy this game for their new PSX, and no doubt when they sit down and blast away for a few hours it will hit them that, well, Starblade isn't all that good. Its simplistic graphics keep the game uncomplicated and fast, but the problem is that it just doesn't have much playability and long term appeal. There is also always too much to shoot on screen and even the most adept of shoot-'em-uppers isgoing to be hard pushed to kill everything.

Gary Lord

■ GRAPHICS 78
■ SOUND 85
■ PLAYABILITY 65
■ VALUE 40

OVERALL

60

● GAME BY NAMCO ● CONTACT COMPUTER EXCHANGE (0171-636 2666) FOR IMPORT COPIES

in the bag

WRITE TO: IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU OR E-MAILCVG @ emapimag.demon.co.uk.

There are three things one should never talk about in polite conversation – politics, religion and videogames. It just starts fights, believe us. Every day we, as level-headed mediators, separate warring factions of Nintendo/Sega fans. It's hell. If you'd like to contribute more creatively to the lively games debate, why not write to us at Letters, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

why don't they make petrol tablets?

Dear Sir,
Why oh why doesn't somebody bring out a CD-based console that runs PC CD-ROM games, for around £300. Like most people I cannot afford to spend over £1,000 on a decent PC and I am sure such a console would be an overwhelming success.
Simon Cooper, Ilkley, Yorks

CVG: What a great idea! And they could include a special chip that lets you play Saturn and PlayStation games on it too! D'oooooh! Y'see, the thing with PCs is that they're supposed to be flexible and adaptable, so you can plug new chips and things in to save forking out for a whole new machine, which you may notice is where consoles tend to fall down. Still, it was a nice thought while it lasted.

still thes

Dear CVG,
Please tell Darr
BULLOCKS the J
and a Jaguar, a
Never mind com
as 3DO.
The Jag is cr
games available,
3 – wow), the joy
The 3DO is far, fa
3DO, PSX and S
Their software ar
Ex-Atari fan, Lan

Dear CVG,
I am writing in re
of Atari UK, print
Contrary to
the Jaguar is not
In fact, the hard
from both the 3
producing quality
The technica
tant as the gam
where the Jaguar
cartridges have
games simply do
available on the
Worst still, t
tional hardware
supply and lacklu
Like Darryl,
console market a
Nintendo has th
champions again
the most powerfu
have the slickes
similar to that o
Lotus. A former m
Anthony Stevens,

CVG: Just two of
claims. Le ballon
legions of loyal J
we could arrange

still crazy after all these years?

Dear CVG,
Please tell Darryl Still (marketing manager of Atari UK) BULLOCKS. BULLOCKS the Jaguar is on a par with PSX and Saturn. I own a 3DO and a Jaguar, and the 3DO is superior in all aspects (bar price). Never mind comparing the Jag to PSX/Saturn, it's not even as good as 3DO.

The Jag is crap, so I'm selling it. There are less than five playable games available, there is even less than that planned (Mortal Kombat 3 – wow), the joypad is shoddy, games are expensive and unoriginal. The 3DO is far, far better than the Jag. I don't care what Mr Still says, 3DO, PSX and Saturn are streets ahead, so stop trying to compete. Their software and hardware is out of your league, mate.
Ex-Atari fan, Lancs.

Dear CVG,
I am writing in reply to the letter from Darryl Still, marketing manager of Atari UK, printed in the May issue of CVG.

Contrary to what was written, it is universally acknowledged that the Jaguar is not as powerful as either the Saturn or the PlayStation. In fact, the hardware found within the Jaguar finds the competition from both the 3DO and 32X, more than a match when it comes to producing quality software.

The technical inadequacy of the Atari machine is not as important as the games it plays. Software sells hardware, and this is where the Jaguar has its biggest failing. In almost 18 months only 17 cartridges have been released. More than anything, these Jaguar games simply do not look or play any different from the best games available on the 16-bit consoles.

Worst still, the CD-ROM add-on for the Jaguar contains no additional hardware chips, and the line-up of games is equally short in supply and lacklustre in quality.

Like Darryl, I would like to make a comparison between the console market and that of the Formula 1 circuit. Much like Ferrari, Nintendo has the pedigree, status and ability to become world champions again. Meanwhile Sony mirror the Williams setup, with the most powerful machine and the most money to spend. Sega have the slickest package and the most dynamic marketing, similar to that of Bennetton. Whilst Atari have the history of Lotus. A former number one whose glory days have gone.
Anthony Stevens, Southend, Essex

CVG: Just two of the two letters we received disputing Darryl's claims. Le ballon sont arrives dans your court, Mr Still, and your legions of loyal Jag owners. If you'd like to contact us, perhaps we could arrange a big scrap.

well-adjusted person here

Dear CVG,
Here's a little tip for some of your less intelligent readers. Instead of writing to CVG and asking them which machines to buy, simply:

1 Take a look at each machine, taking into account the price, the availability of games etc.

2 Look at the games and consider which machines offer the widest range of quality titles.

3 BUY THE ONE THAT YOU LIKE THE MOST.
These people that write asking which to buy, exactly what do they do with the magazine? They obviously don't read it, because if they did they'd be able to form an opinion of their own.

Do they write to Fashion Weekly and ask which pair of socks they should put on? Or write to World Soccer asking which football team they should support? As for those people who ask if they should buy an Ultra 64 – no comment.
Matthew Withers, Crewe, Cheshire.

CVG: Appropriate surname there, Matthew.

nooooooo

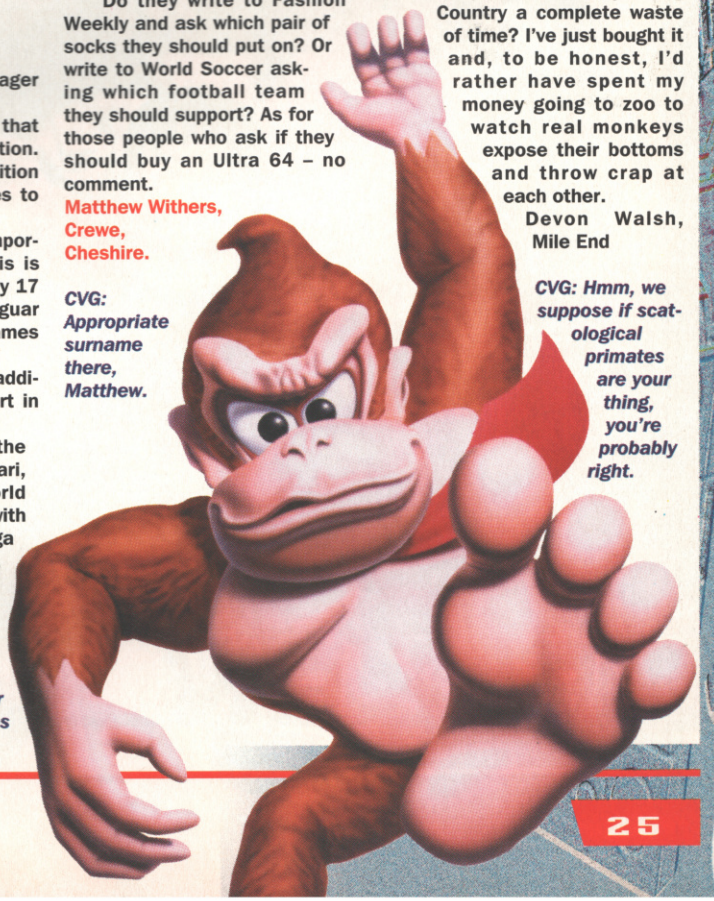
Dear CVG,
Please could you answer my questions.
1 When will the Ultra 64 be released in Britain?
2 How much will the Ultra 64 cost?
3 How much will the games cost?
4 Do you think it will be a hit over here, and do you think it's worth buying it?
5 Could you please put these in the order of the best first; Ultra 64, PlayStation, Atari, Jaguar.
Simeon Jeffrey, Kingsbury, London,

CVG: The letter titled 'Well adjusted person here' should be of some help (plus see pages 10-11).

yes, we have no bananas

Dear CVG,
Is it me, or is Donkey Kong Country a complete waste of time? I've just bought it and, to be honest, I'd rather have spent my money going to zoo to watch real monkeys expose their bottoms and throw crap at each other.
Devon Walsh, Mile End

CVG: Hmm, we suppose if scatological primates are your thing, you're probably right.



TEKKEN

■ PLAYS
■ Namc
■ Beat-'
■ £80
■ PC CD-R
■ No othe

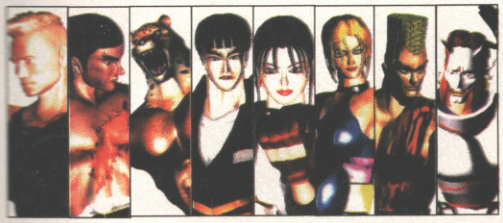
Some beat- come as qu they go, bu there are th that stay ar your Street Mortals and Shodowns, with the on tion consol er one to ac list, and bel this one's d

Tekken produ years stant one beat-'em-u mentation. Instig now-legendary Fighter II, sc tabloids and N alike, these ga talised the arcade drawing untold new customers dingy glue-haze a of these sinister dens (or nice, cl

ARE THERE

Tekken is not PlayStation bu interests of yo spend lots of the coin-op ve (supposedly id

Playab deficiencies. N of the coin-op features detail ever, are sligh smooth and co the PlayStatio more lavish co track suit look

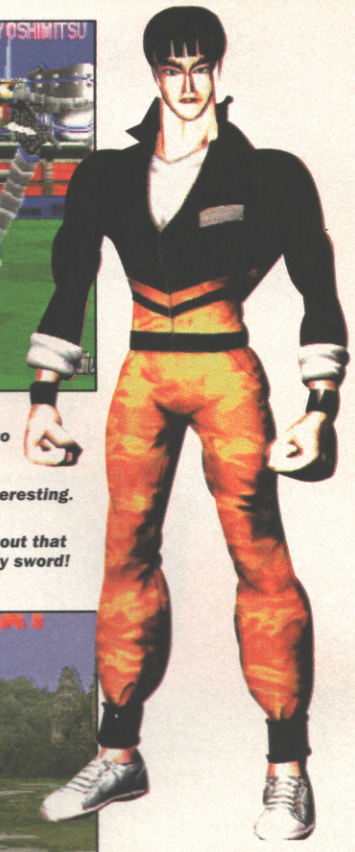


- PLAYSTATION
- Namco
- Beat-'em-up
- £80
- PC CD-ROM version planned
- No other versions available

Some beat-'em-ups come as quickly as they go, but then there are the ones that stay and stay: your Street Fighters, Mortals and Shodowns, but now with the onslaught of the next generation consoles there's going to be another one to add to that ever-increasing list, and believe us when we say that this one's definitely a stayer...

▲ The picture to the left is way more interesting.

◀ Check out that big pointy sword! Wahey!



Tekken is the product of five years of constant one-on-one beat-'em-up experimentation. Instigated by the now-legendary Street Fighter II, scourge of tabloids and Newsround alike, these games revitalised the arcade business, drawing untold billions of new customers into the dingy glue-haze atmosphere of these sinister backstreet dens (or nice, clean, modern places, depending). Since then every company has had a pop at developing a Street Fighter beater. Some have been as popular, such as the infamous Mortal Kombat and its even bigger sequel.

Others have been more violent and destructive, such as Samurai Shodown or Capcom's new X-Men title. And some have been more innovative, like Sega's awesome Virtua Fighter. But now we've got Tekken, which is all of these things, and also contains all the combo-led super-depth expert-potential playability that made an art out of playing Street Fighter.

The only element of modern computer thumpery absent is the notion of projectile attacks, which is a pretty good thing, since they tend to clutter up the action by preventing players from getting close enough for any proper fisticuffs. Apart from that every character has a large and varied arsenal of manoeuvres. Blocking incoming hits, that old standard, is achieved by pulling back on the D-pad (providing you're at the correct height). Getting past a block is a simple matter of performing a throw, preventing anyone from just standing still and defending when they've got a crucial energy advantage and time is running out. What raises Tekken above the norm is

ARE THERE SIX ELEPHANTS OR FOUR?

Tekken is not only a newcomer to the PlayStation but also to the arcades. So in the interests of you, the noble reader, we decided to spend lots of money in Funland arcade playing the coin-op version in order to compare it to the (supposedly identical) PSX version.

Playability wise, there are absolutely no deficiencies. Namco have included every nuance of the coin-op's gameplay, as well as adding new features detailed elsewhere. The graphics, however, are slightly off. While the animation is as smooth and complex as that of its counterpart, the PlayStation can't quite handle some of the more lavish costumes. Thus, sadly, Law's spare track suit looks even more Mr Byrite than before.

KAZUYA

Kazuya has entered the tournament for more cash than the (admittedly substantial) prize money. See, he's heir to the mega-huge corporation sponsoring the tournament, and he's hoping daddy will pop-off a bit faster if he wins.

As the final bout nears, Kazuya realises who he has to fight – Wang, MD of the Mishima Corporation! Once Kazuya tops the old duffer (no mea feat, he's pretty sprightly), the final fight is against the evil CEO!

Once he's top of the management tree, Kazuya throws his unconcious would-be boss over the edge of a handy cliff, thereby claiming his inheritance.

That Anna is Nina's sister, you know. It's true, you find out at the end. He says, ruining the surprise.

the way these elements have been implemented and blended.

The characters are the main strength. There are eight key protagonists, each one varying wildly in their advantages and disadvantages. And just to illustrate this point, we're going to detail the details below.

KAZUYA

Possessor of the fiercest attacks in the game, but sadly Kazuya always needs to take a run up or pull back his fist, giving his opponent plenty of time to pop in a quick fist before K-boy can swing.

PAUL

After Guile, Jacky and now Paul you'd think people actually wore their hair in that ridiculous style. Still you wouldn't say that to Paul's face, because he's not real. And if he was, his repeated kick specials and charging punches would probably dissuade you from taking the matter any further.

NINA

Like most girlie fighters, Nina is nimble but weak. However, she's in possession of a fine seleletion of mega-kick combos which are quick to hit and frequently knock down the unfortunate recipient.

JACK

Like most giant Russian androids Jack is immensely strong but rather an unwieldy type. Most effective up close, Jack has a large complement of very dangerous throws, although his puny legs deliver rather pathetic kicks.

KING

King takes quite a lot of practice to play properly. Most of his attacks are single powerful hits, with nary a decent combo in sight. If you've got the skill to keep a foe on their toes he's brillaint, but you'll have to be sure of your abilities.

YOSHIMITSU

Despite the heavy metal suit of armour he wears, Yoshi is probably the fastest

YOU'VE BEEN MAIMED

While 3D camera angles aren't new, Tekken makes a meal of them. The viewpoint flicks around to follow the action and keep the characters on a horizontal footing. However, every time a grab or throw is instigated the Tekken camera moves in for a close-up of the ace animation. And if you're playing in one-player you can switch between three views and elevations with a press of the Select button. And if that isn't enough, you could always turn your telly on its side for amazing vertical fighter action.

▲ Looks like Law is going to need an elastoplast on that nasty cut. He'll blub if you use TCP though.

character in the game. And his sword doesn't come into play a that much, as most of his best specials are rapid kick combos. Block of these, howev can beat him while he tries va plete the move.

LAW

A bit of an all-ro Law. Skilled punches an (although weak the only real le his side is the lack of damage cause. One for skilled button-ba chants.

MICHELLE

The most politic character in a Michelle is bo and, as a native a member of a taged ethnic mi also has unca wrestling skills, her top with thro

Now you've gang it's time hang of the ru match is fought of-three basis, limit placed on (although both straints are adjustable). Unlik games, there ar

YOS

Yoshimitsu ha his suit of arm because he's his gang steali

Sadly for Yos for any sword sumo slap con out of.

Get to the isn't a crimina the poor! An in the crow it's Law, Mich elle and baby Tekken grasp ing the free cash!

character in the game. And his sword doesn't come into play all that much, as most of his best specials are rapid kick combos. Block one hit of these, however, and you can beat him to a pulp while he tries vainly to complete the move.

LAW

A bit of an all-rounder is our Law. Skilled with both punches and kicks (although weak with throws) the only real let-down on his side is the comparitive lack of damage his blows cause. One for typewriter-skilled button-bashing merchants.

MICHELLE

The most politically correct character in any game, Michelle is both female and, as a native American, a member of a disadvantaged ethnic minority. She also has uncanny Sioux wrestling skills, which make her top with throws.

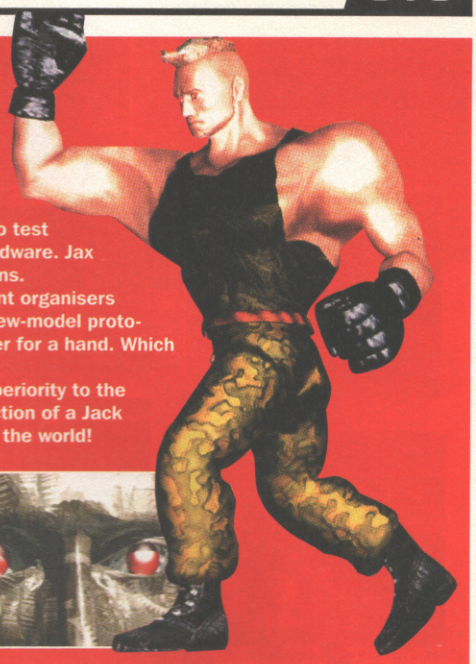
Now you've met the gang it's time to get the hang of the rules. Each match is fought on a best-of-three basis, with a time limit placed on each round (although both these constraints are player adjustable). Unlike most 3D games, there are no physical constraints to the actual fighting environment. However, as your characters move further apart the camera scales out, to give an illusion of a huge massive playfield when it is, in fact, not infinite at all. Once you're good enough to fight your way to the end you'll notice something else different about the characters – each one has their own individual boss before the very final chap. A boss programmed specifically to exploit the weaknesses of your character. Ha ha. And that, at the end of the day, is that. The rest is all down to learning how to handle your favourite character and, preferably, all the others so you'll know what to expect of them in combat. Good luck, young Jedi.

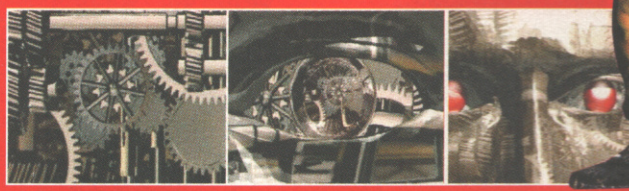
JACK

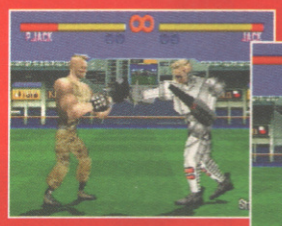
Jack hasn't actually entered the tournament himself. His Russian government creators are merely using this excuse to test their latest android soldier hardware. Jax will get a change of oil if he wins.

Ooh, those sneaky tournament organisers have pitted Jack against the new-model prototype, Metal Jack, with a blender for a hand. Which android is the best?

Once Jack has proven his superiority to the relevant authorities full production of a Jack army is commenced. Aieee for the world!





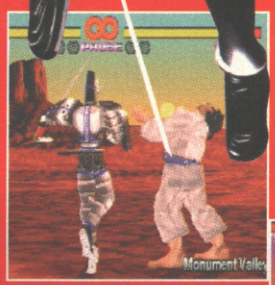


YOSHIMITSU

Yoshimitsu has a slightly unfair advantage, thanks to his suit of armour and large sword, but that's allowed because he's a criminal diverting attention away from his gang stealing the prize money.

Sadly for Yoshimitsu, Ganryu the Sumo is just too fat for any sword to penetrate. Also watch out for his sumo slap combos, which are almost impossible to get out of.

Get to the end and you discover, why, Yoshimitsu isn't a criminal at all, he's distributing all the loot to the poor! And in the crowd it's Law, Michelle and baby Tekken grasping the free cash!



KING

A masked Mexican priest, King, is using his religious leopard powers to claim the prize money for his orphanage. Although beating people to a pulp doesn't seem too charitable to us.

It appears there's more than one Mexican priest in a big cat mask out for the cash, and this one's wearing armour. Perhaps he's a Satanist.

Win and good old King goes and gives all the cash for the poor wickle orphans, so they can all lead lives of luxury. Until they leave the orphanage, completely unprepared for normal life.

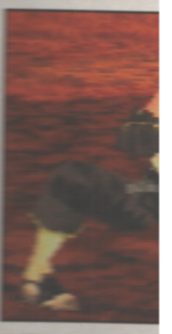
Here Jack is pitted against his mortal enemy, a bigger and more heavily armoured version of himself. ▼

▲ ***Suddenly, Nina's giant elbow felled both fighters.***

▲ ***Jack seems to be getting a rough time of it again.***

HEAD-TO-HEAD-TO-HEAD

Tekken has some serious competition in the ninja-like shapes of Toh Shin Den and Virtua Fighter. But if these games are ninjas, Tekken is a fully powered-up Megazord martial arts robot, complete with Power Ranger pilots. While Tekken is closer to VF than TSD, relying more on close-quarters combo dealing than projectiles and longer-ranged fisticuff attacks, it thrashes the Saturn's hide. This is because of the feel of the game. Every punch and kick registers with a solid, satisfying snap, and the grotesque sounds of bones being broken during throws adds to the atmosphere of extreme violence. While the characters may lack the design polish of Toh Shin Den, the animation is way more lifelike and the controls equally more responsive. Basically, Tekken is probably the best beat-'em-up ever anywhere.

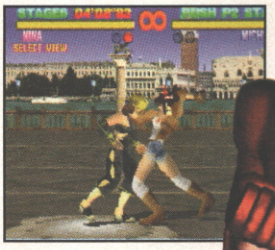


▲ If Namco can ev
Punching Faces ed

STOP PRESS BRILLIANCE OF CVG

Each character in Tekken faces their own personal penultimate boss. But what we haven't mentioned is that you can play the game as any of them! The cheat for this wondrousness is simple enough – just complete TEN levels of Galaga without missing a single alien. You'll be able to select a boss by moving off the side of the character select screen. Alternatively, when the hits total appears after a round just press Select, Start, Select and you're given another go.

▲ *If Namco can ever produce a Tekken 2 Ultra Fighting Punching Faces edition, they'll be onto another winner.*



▲ *The bosses in PSX Tekken have all-new moves and throws not even seen in the coin-op!*

▼ *Plus, the ace-looking rendered endings for each character are Sony-only too! What a bonus!*

THE HEAD-TO-HEAD TEAM VERDICT

MARK PATTERSON

This is simply the most perfect, fully rounded beat-'em-up on any system. And now I've become a master of King's 10-hit combo, I'm almost unbeatable. At last, real power!

SIMON CLAYS

What can I say. Tekken is the Harrods of beat-'em-ups. When I saw Toh Shin Den I thought wow, but this is simply awesome. Brilliantly addictive and intuitive to boot

GARY LORD

This is like Virtua Fighter 2 taken to the extreme. There are so many moves and tactics that you'll be playing this for months. And with 17 characters in total, who could ask for more?

CVG GOLD

VERDICT

PLAYSTATION

Tekken combines the special moves intensity of Toh Shin Den with the close-quarters skill requisites of Virtua Fighter or, dare I say it, Street Fighter. Most combos depend upon the use of specials in conjunction with perfect timing and almost telepathic pre-empting of your opponent's strategy. As a result it's as impressive to watch as it is to play. The camera constantly flicks to the most attractive angle, and while this is unobtrusive when playing it makes for an attractive spectator sport as the two combatants wade right in and start smacking the hecky out of one another. Needless to say Tekken requires loads of practice to master, and if you can complete it on Ultra Hard mode then big yo'speck indeed. Buy this game!

RAD AUTOMATIC

GRAPHICS	90
ANIMATION	98
MUSIC	88
FX	94
PLAYABILITY	98
VALUE	93

OVERALL

97

WORK IN PROGRESS

■ MEGA-CD

■ £Unconfirmed
■ Beat-'em-up
■ JVC

■ Programmed by SNK ■ Initiated June'94
■ 80% complete ■ No other versions planned
■ Game Boy and 3DO versions available
■ Estimated release June/July

▲ Samurai Shodown features loads of background animations.

Each character has their own victory spiel, which doesn't often make sense.

FAT BOY IN THE HOUSE

Samurai Shodown features possibly the motleyest crew of characters yet to disgrace a beat-'em-up. Every fighter looks like just the sort of person who'd go round to your gran's, drink her tea, turn the telly over and then eat the budgie. Our sort of people in fact, so let's just take a little piece of the page for you to have a gander at them.

▲ Like all games of this ilk, Samurai Shodown is laden with special moves.

SAMURAI SHODOWN

▲ The weapons used range from normal swords to spears and even eagles.

▲ Ahar! Buckets o'blood, matey!

Last month the Mega-CD had one of the best 16-bit beat-'em-ups ever thrust upon it, next month it's going to get Samurai Shodown. Will it match up? We take a sneak peak to find out...

We've said it before and we'll keep on saying it until someone slaps us and tells us to shut-up, but Samurai Shodown is one of the most underrated beat-'em-ups ever. It doesn't offer any remarkable features – there aren't any death moves, 3D effects or digitised characters, just good, solid gameplay.

All the original features are in there, including the scaling effects which are an integral part of the game. What it has also are huge weapons, even bigger characters and plenty of style to separate from far more normal run-of-the-mill combat games. Unlike games such as Eternal Champions CD, it's a lot easier to pick-up and play Sam Shodown. The moves are straightforward, and easy to work out if you've ever played Street Fighter, and it's this simple, easy-to-grasp action that makes the game such a winner. The lack of variety was a problem on the other versions but, as ever, it's the two-player mode which compensates and we're sure that will be the major strength in this version. If it's even half as good as the coin-op it'll still be a cracker.

● GAME BY SNK ● CONTACT JVC (0171-240 3121) FOR INFORMATION

CALCULUS

Stores

SPRING SOFTWARE SAVERS

BUY £100 WORTH OF SOFTWARE *(or more)*

PAY US 6 MONTHS LATER

Call into any Calculus Store or if it's more convenient call our mail order line, fill in the application form and subject to status, you can use your software for 6 long months before you pay a penny. At the end of six months pay us todays price in full, No charge, No strings attached or over a period of 6 to 36 months *

- The Choice is yours.

Panasonic

3DO Software

Demolition Man	£34.99	3D Atlas	£54.99
Need For Speed	£39.99	Theme Park	£39.99
Super Street Fighter II	£54.99	Hell	£39.99
Quarantine	£34.99	GEX	£44.99
Samurai Shodown	£39.99	Cyberclash	£44.99
Twisted Gameshow	£34.99	Return Fire	£39.99
Way of the Warrior	£39.99	Starblade	£34.99
Alone in the Dark	£39.99	Immercenary	£39.99
Alone in the Dark 2	£44.99	Shock Wave	£39.99
Cannon Fodder	£34.99	Ballz	£39.99
Creature Shock	£39.99	Dragon	£34.99
The Eleventh Hour	£39.99	VR Stalker	£39.99
Super Wing Commander 3	£44.99	The Horde	£29.99
John Madden Football	£34.99	Pa Taank	£29.99
Station Invasion	£19.99	Shock Wave	£39.99
FIFA International Soccer	£39.99	Virtuoso	£34.99
Off World Interceptor	£39.99	Family Feud	£24.99
Powers Kingdom	£29.99	MegaRace	£34.99
Slayer(Dungeons and Dragons)	£34.99	Soccer Kid	£29.99
World Cup Golf	£24.99	Total Eclipse	£29.99
Rebel Assault	£39.99	Flash Back	£39.99
Slam'N' Jam	£44.99	Real Pin Ball	£29.99
Sewer Shark	£29.99	Jammit	£34.99
Digital Dreamware	£19.99	Stricker	TBA
The Lost Eden	£34.99		
Shock Wave-Operation Jump Gate (datadisk)			£24.99
Escape from Monster Manor			£34.99
Road Rash: Blood of the Couriers			£39.99

Panasonic 3DO

** 32 - bit RISC based system * Process 6 million instructions & 64 million pixels / sec * Double speed CD Drive + 3Mb RAM*

£399.95

Includes FREE software title

CD - ROM

PC Software

Dark Forces	£39.99	World Cup Golf	£39.99
Discworld	£39.99	Alone in the dark 3	£34.99
Iron Assault	£29.99	Wing Commander 3	£44.99
Descent	£34.99	The Way Things Work	£68.99
Doom 2	£44.99	OS/2 Warp (CD-ROM)	£65.99
Theme Park	£34.99	101 Americas Greatest	£14.99
Fifa Soccer	£29.99	Klik & Play	£34.99
F1 Grand Prix	£11.99	Tune Land	£35.99
Gunship 2000	£11.99	Nascar	£34.99
Microsoft Cinemainia 1995			£44.99
Microsoft Bookshelf 1994			£89.99
Microsoft Encarta 1995			£89.99
Microsoft Dangerous Creatures			£44.99
Microsoft Ancient Lands			£44.99
My 1st Incredible Dictionary			£38.99
Eyewitness Encyclopedia of Science			£79.99
The Ultimate Human Body			£68.99
Incredible Cross Section Stowaway			£38.99

BUSINESS PC3

Mavis Beacon	£24.99	Microsoft Flight Sim V 5.0	£34.99
Compuserve	£19.99	Microsoft Paris Scenery	£34.99
Pageplus V3	£65.99	Microsoft Home Mouse	£37.99
Quicken V3	£39.99	Microsoft Creative Writer	£39.99
MS Money	£39.99	Microsoft Fine Artist	£39.99
MS Works	£129.99	Spell Write	£19.99
Quicken Deluxe Home Pack			£65.99
Quicken Deluxe Business Pack			£65.99

COREL RANGE

Corel Draw 3	£79.99	Corel Draw Upgrade 3-5	£304.99
Corel Draw 4	£139.99	Corel Draw Upgrade 4-5	£174.99
Corel Draw 5	£465.99	Corel Ventura 5	£329.99
Corel Gallery	£42.99	Corel Ventura 5 Upgrade	£89.99
Corel Flow	£74.99		

FRONTIER Quad Speed CD-Rom Drive
Plus 8 CD Rom title pack

£189.99 + VAT

JAGUAR

Games Software

Wolfenstein			£39.99
Iron Soldier			£42.99
Alien vs Predator			£48.99
Cannon Fodder			£44.99
Club Drive			£42.99
Tempest 2000			£42.99
Chequered Flag			£48.99
Kasumi Ninja			£54.99
Doom			£59.95
Syndicate			£44.99
Theme Park			£44.99
Soccer Kid			TBA
Dragon Bruce Lee Story			£42.99
Demolition Man	Arriving Soon	Tiny Toons	Arriving Soon
Barkley Basketball	Arriving Soon	Rage Rally	Arriving Soon
Creature Shock	Arriving Soon	Flip Out	Arriving Soon
Highlander	Arriving Soon	Ruiner Pinball	Arriving Soon
Brett Hull Hockey	Arriving Soon	Hardball 3	Arriving Soon
Robinson's Requiem	Arriving Soon	Dactyl Joust	Arriving Soon
Jack Nicklaus Cyber Golf		Flashback	Arriving Soon

JAGUAR

** 64bit Console * 16.8 million colours * 16 bit CD quality sound*

£159.99

Includes Cybermorph software title

Kasumi Ninja Pack *includes Cybermorph* **£199**

NEW JAGUAR CD ROM DRIVE

The addition of the new Jaguar CD - ROM you will instantly have access to the exciting world of CD Technology
* Dual speed CD-ROM * 352k / sec transfer rate

ARRIVES APRIL 1995
RRP £149

MUCH MUCH MORE IN CALCULUS STORES ..... NATIONWIDE

SOUTH

AYLESBURY
39 Friars Square Centre
TEL: 01296 436811

MAIDENHEAD
6 Nicholson Walk TEL :01628 770768

HEMEL HEMPSTEAD
Marlowes Centre TEL: 01442 250035

FARNBOROUGH
1 Princes Mead Shopping Centre
TEL 01252 377722

MIDLANDS

BURTON-UPON-TRENT
The Octagon Centre, New Street
TEL: 01283 517505

COVENTRY
24 Orchard Walk Shopping Centre
TEL 01203 520778

SUTTON COLDFIELD
80 The Parade TEL: 0121 3554839

TAMWORTH
34 Ankerside Shopping Centre
TEL: 01827 67776

WALSALL
48 Park Mall Saddler Centre
TEL: 01922 21700

NORTH

ALTRINCHAM
59 George Street. TEL: 0161 929 7433

DONCASTER
11 South Mall Frenchgate Centre
TEL 01302 349997

LEEDS
11 Bond Street Centre
TEL: 0113 2454098

NORTHWICH
85 Witton Street TEL: 01606 47883

HULL
11 Princes Quay TEL: 01482585100

OLDHAM
The Spindles TEL: 0161 6270822

PRESTON
St George's Centre TEL: 01772 259494

SHEFFIELD
67 The Moor Sheffield
TEL: 0114 2721192

WARRINGTON
52 The Mall Golden Square
TEL: 01925 575055

WIGAN
18a The Galleries Shopping Centre
TEL: 01942 323913

* A copy of this advert to is required to obtain our Mail Order Prices at Calculus Stores. Valid until 1st May 1995.

MAIL ORDER SALES HOTLINE 01543 419999 FAX 01543 418 079

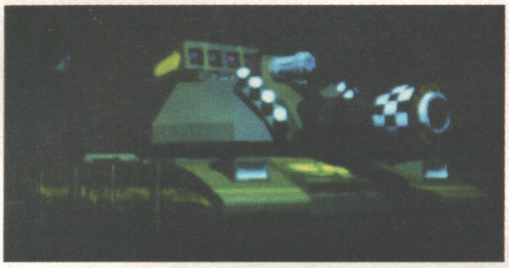
All trademarks are acknowledged. E&OE * APR 29.8% Prices may be subject to change without prior notice.

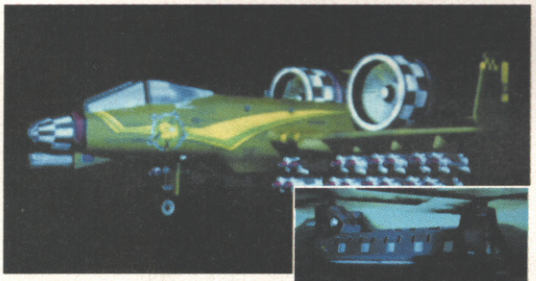
We like Core Design at CVG. Not because of any of the games they've put out recently, but because they're good old Tommy Britishers, supporting our fair isle in the jingoistic international games market! Hoorah! Britons never ever ever shall be slaves!

Well, alright then, perhaps our favourable disposition has a teeny bit to do with the likes of Battlecorps and the wondrous SoulStar. But these days Core are progressing way beyond the somewhat limited confines of the Mega-CD and have taken their rather inspired approach to game design over to somewhat more capable formats. The lucky dog that's getting first dibs on the next brace of Core titles is the trusty old PC. Or rather, a big, brand new Pentium PC, if you want to get the most out of them. Not to mention, of course, all the VR hardware you'll need too.

SHELLSHOCK

■ 32X/PC
■ EXPECTED RELEASE JULY

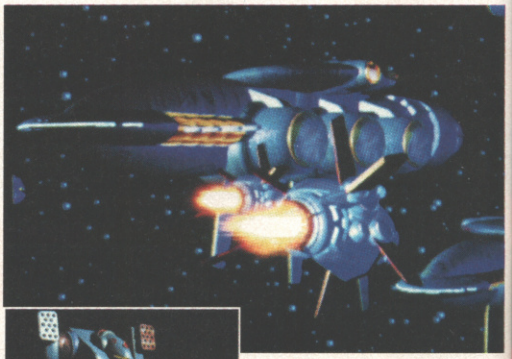




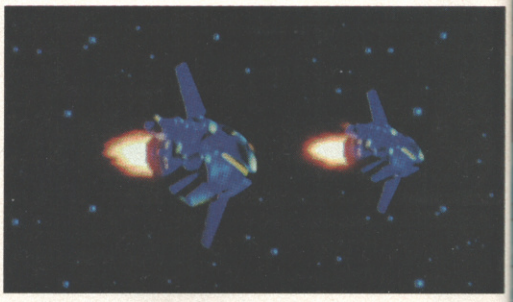
Yo, tanks is massive. In the area. Yes, this is your opportunity to take control of a gang of G-up homies from the 'hood, who've managed to get hold of a tank. Bored with blowing South Central LA to pieces the wigger-stylee crew have decided to end all war on the planet. By killing everyone. You play the part of new recruit, eager to make his (or her) bones, and your job is to pilot the tank and shoot things (so the rest of the team are obviously kept busy). Shellshock is already shaping up to be pretty smashing, so you can rest assured that we'll be covering it again darn soon.

SOULSTAR

■ 32X/JAGUAR
■ EXPECTED RELEASE JULY



SoulStar proved somewhat popular with us games reviewing types when it was released on the Mega-CD last year. Indeed, such is Core's faith in the product that they're even throwing a conversion in the sales mêlée that is the Jaguar market. But, good news for real people, this souped-up and revamped version is now also slated to hit the 32X. The basic gameplay is to remain intact, so it's still a 3D blast-fest with a selection of three gun-laden vehicles to control. This version, however, should feature smoother update, bigger sprites, more colours and generally all the adoring attention to detail 32-bits provide one with. With coding work nearing completion, a full review should follow soon, hopefully.



THUNDERHAWK – THE NEW FRONTIER

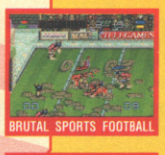
■ PC
■ EXPECTED RELEASE JULY

Sequel to the game that started it all, Thunderhawk 2 is, unsurprisingly, another helicopter-esque combat title. However, this one is set eight billion years into the future, and as a result your chopper is somewhat more advanced in technology. And so should your PC be, too, for Thunderhawk Deux has been developed with full VR headset compatibility in mind. If you're the kind of old-fashioned fuddy-duddy living in the two-dimensional past you'll not be left out, but full-on cyberjocks of the new century will, hopefully, be able to experience real-time helicopter combat action in three amazing dimensions. There isn't an awful lot of the game itself to actually see at present, but what there is promises more tank-busting head-burning person-shooting fun than even the original. There'll be a lot more on this one as soon as we can get hold of it.

DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

AWESOME SOFTWARE

ALIEN v PREDATOR


BRUTAL SPORTS FOOTBALL

CANNON FODDER

CHECKERED FLAG

DOOM

DRAGON

IRON SOLDIER

KASUMI NINJA

RAIDEN

SYNDICATE

THEME PARK

WOLFENSTEIN 3D

Alien v Predator - JGS 1122	NOW	£54
Brutal Sports Football - JGS 1532	NOW	£49
Bubsy the Bobcat - JGS 1581	NOW	£39
Cannon Fodder - JGS 1704	NOW	£44
Chequered Flag - JGS 1761	NOW	£54
Club Drive - JGS 1794	NOW	£49
Crescent Galaxy - JGS 1852	NOW	£39
Doom - Special Edition JGS 2282	NOW	£54
Dragon - Bruce Lee Story - JGS 2272	NOW	£49
Evolution - Dino Dudes - JGS 2462	NOW	£39
Iron Soldier - JGS 4011	NOW	£49
Kasumi Ninja - JGS 4502	NOW	£54
Raiden - JGS 6722	NOW	£34
Sensible Soccer - JGS 7011	NOW	£54
Syndicate - JGS 7301	NOW	£49
Tempest 2000 - JGS 7472	NOW	£49
Theme Park - JGS 7501	NOW	£49
Val D'isere - JGS8661	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Zool 2 - JGS 9312	NOW	£39
Howerstrike - JGS 1341	MAY '95	£49
Pinball Fantasies - JGS 5931	MAY '95	£44
Rayman - JGS 6881	MAY '95	TBC
Space Wars 2000 - JGS 7031	MAY '95	£49
Air Cars - JGS 0871	MAY '95	£49
Chaos Agenda CD - JCD 1201	MAY '95	TBC
Blue Lightning CD - JCD 1531	MAY '95	TBC
Charles Barkley Basketball - JGS 1741	MAY '95	£49
Double Dragon V - JGS 2181	MAY '95	£54
Fight For Life - JGS 2062	MAY '95	£59
Flashback - JGS 2971	MAY '95	£39
Golf CD - JCD 2641	MAY '95	TBC
Primal Rage	MAY '95	TBC
Troy Aikman Football - JGS 7831	MAY '95	£54
Demolition Man - JGS 2142	JUN '95	£39
PowerDrive - JGS 6521	JUN '95	TBC
Battlemorph CD - JCD 1201	SEPT '95	TBC
Creature Shock CD - JCD 2341	SEPT '95	£39
Dactyl Joust - JGS 2082	SEPT '95	£49
Jack Nicklaus Golf CD - JCD 4351	SEPT '95	TBC
Return To Zork CD - JCD 7831	SEPT '95	TBC
Rise of the Robots - JGS 6942	SEPT '95	£49
Soulstar CD - JCD 8241	SEPT '95	TBC
Thunderhawk CD - JCD 8731	SEPT '95	TBC

ACCESSORIES

Composite Monitor Cable - JGA 4327		£15
Jaguar Controller - JGA 2000		£19.99
RF Switch Box inc Cable - JGA 4871		£15
Jaguar Link Cable - JGA 5001		£14.99
Scart Cable - JGA 4200		£9.99
CD-ROM Add-On - JAG 1164	MAY '95	£149
FMV Module - JAG 1264	LATE '95	£149
VR Headset - JGA 5000	OCT '95	TBC

All Prices include VAT

FREE
16 PAGE COLOUR JAGUAR NEWSLETTER

- JAGUAR HARDWARE
- THE FUTURE OF GAMING
- VIRTUAL REALITY
- CD-ROM ADD-ON
- SOFTWARE REVIEWS
- WHAT'S COMING

AND MORE...

RETURN THE COUPON OR CALL 0181-309 1111 FOR YOUR COPY

JAGUAR
THE WORLD'S ONLY 64-BIT SUPER CONSOLE

NOW £40 OFF PREV SILICA PRICE

- 64-BIT DATA BUS
- 5 Processors
- 2Mb 32-BIT RAM
- Spectacular 32-BIT Graphics
- Unique 360° Gameplay
- 3D Game Worlds - No Restrictions
- 16.7 Million Colours
- CD Quality Stereo Sound
- 17 Button Controller
- Plugs Straight into a TV
- Free Cybermorph Game

On Cartridge - Worth £39 INC VAT

COMING IN '95

VIRTUAL REALITY

EXPECTED LATE '95

CD-ROM ADD-ON
+ FREE BLUE LIGHTNING CD

EXPECTED MAY '95

PLUS! WATCH FILMS
WITH OPTIONAL FMV MODULE - EXPECTED MAY '95

SAVE £40
PREVIOUS SILICA PRICE £199

JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£159

INCLUDING VAT - JAG 1064

FREE DELIVERY IN UK MAINLAND

THE SILICA SERVICE

17 YEARS 1995 SILICA SERVICE TO YOU

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".

SILICA

NOW IN 16 BRANCHES OF DEBENHAMS STORES NATIONWIDE

15500112-4

- **ESTABLISHED 17 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 300 staff - We are solid and reliable.
- **EXPERIENCED STAFF:** All fully trained in 'Customer Care'.
- **TECHNICAL SUPPORT HELPLINE:** FREE help and advice from a team of experts.
- **A FULL PRODUCT RANGE:** All of your computer requirements from one supplier.
- **WE PRICE MATCH:** We will normally price match any local high street store within a 3 mile radius on a "Same Product - Same Price" basis.
- **FREE CATALOGUES.**
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 23.8% - written quotes on request).
- **VOLUME DISCOUNTS AVAILABLE:** Business, Education and Government. **Tel: 0181-308 0888.**
- **MAIL ORDER:** FREE DELIVERY in UK mainland on orders over £40+VAT. Small administration charge (£2.50+VAT) on orders under £40+VAT.
- **21 STORES NATIONWIDE.** *Mini Stores carry a selected range only but products can be ordered in the stores via Mail Order

MAIL ORDER 0181-309 1111
PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor),	St James Barton	0117-929 1021
* CARDIFF	Debenhams - (1st Floor),	St. David's Way	01222 341576
CHELMSFORD	Debenhams - (2nd Floor),	27 High Street	01245 355511
CROYDON	Debenhams - (2nd Floor),	11-31 North End	0181-688 4455
GLASGOW	Debenhams - (5th Floor),	97 Argyle Street	0141-221 0088
GUILDFORD	Debenhams - (3rd Floor),	Millbrook	01483 301300
HARROW	Debenhams - (2nd Floor),	Station Road	0181-427 4300
HULL	Debenhams - (2nd Floor),	Prospect Street	01482 325151
IPSWICH	Debenhams - (2nd Floor),	Westgate Street	01473 221313
LONDON	Silica -	52 Tottenham Court Road	0171-580 4000
LONDON	Debenhams - (3rd Floor),	334 Oxford St	0171-580 3000
LUTON	Debenhams - (1st Floor),	Arndale Centre	01582 21201
MANCHESTER	Debenhams - (3rd Floor),	Market Street	0161-832 8666
PLYMOUTH	Debenhams - (3rd Floor),	Royal Parade	01752 266666
ROMFORD	Debenhams - (3rd Floor),	Market Place	01708 766066
SHEFFIELD	Debenhams - (3rd Floor),	The Moor	0114-276 8611
* SHEFFIELD	Debenhams - (LGround),	Meadowhall Ctre	0114-256 9779
SIDCUP	Silica -	Silica House, Hatherley Rd	0181-302 8811
SOUTHAMPTON	Debenhams - (1st Floor),	Queensway	01703 223888
SOUTHEND	Keddies - (2nd Floor),	High Street	01702 462426
* THURROCK	Debenhams - (1st Floor),	Lakeside Centre	01708 863587

SILICA

COMPUTER SHOPPER 1994 Awards WINNER Best Software Delivery Service

COMPUTER SHOPPER 1994 Awards NOMINATION Best After Sales Service

To: Silica, CVG-0695-217, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A FREE JAGUAR BROCHURE

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

.....

217N

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

WORK IN PROGRESS

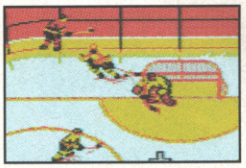
GAME BOY

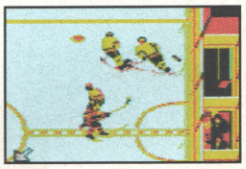
£Unconfirmed
Sports
THQ

Programmed by THQ ■ Initiated December '94 ■ 95% complete ■ Mega Drive and SNES versions also available ■ No other versions planned ■ Estimated release summer '95

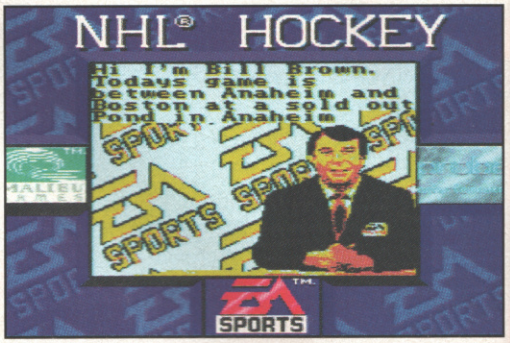
PGA Golf and NHLPA Hockey

THQ haven't, it must be stated, the most enviable reputation in the games industry. Unless you're WriteoffSoft and you just want to fiddle your taxes or something. However, in recent times they've carved out something of a niche for themselves as purveyors of fine quality Game Boy port-overs. And following hot on the studded heels of the rather quite nice FIFA Soccer are two more EA-affiliated conversions. While good progress has been made on both titles, neither of them are scheduled for release until later this summer, but – just for you, our frisky readership – we've got a couple of reasonably complete carts in for preview. So eyes down for a full house, sports fans, as we explore the magical undersea world of NHLPA and PGA Golf.

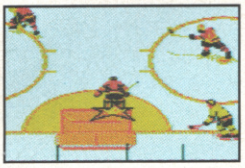


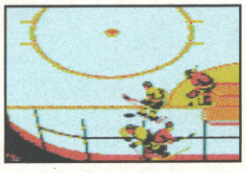


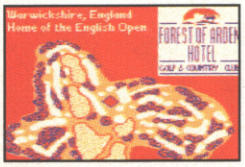
▲ Go on, hit the bleeder.



▲ Ronald Reagan makes a startling career change.

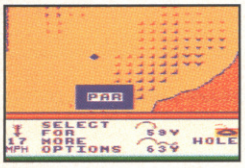




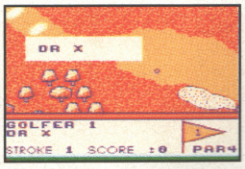


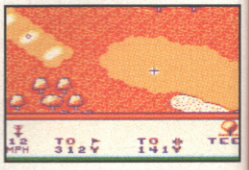
▲ Hoorah for old Blighty.

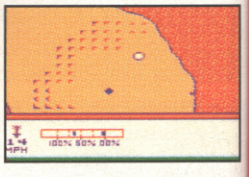
▲ What a smart new dance.



▲ Well as you can see, this is the title screen. Hmm.







NHLPA HOCKEY

As cumbersome acronyms go, the NHLPA (which stands for National Hockey something or other) is surely crown prince of the roost. But (and like Mark's, it's a big butt) it's been the inspiration for the best ice hockey games committed to code. As in most games of this ilk, you take command of your hardened team of rink warriors and endeavour to paste every other hostile crew by means of scoring more goals (or whatever they're called in ice hockey) than the opposition. Except in this version they're all smaller. Apart from that the playability of the Mega Drive and SNES versions should remain intact. We'll tell you in our full review as early as next month.

PGA GOLF

Golf is the perfect game for a handheld console, allowing you to play a game which requires acres of space on the train, in the loo or even whilst playing golf. Although that'd be a bit pointless, unless you're very bad at real golf. Anyway, the most famous golfing title of them all, Reg Ballesteros' Favourite 3 Holes, is under production in a Game Boy stylee. Oh alright, just teasing, it is in fact PGA Golf, the game which turned a nation on to a sport normally (and still) associated with bad trousers. We've played a nearly complete version of this, and it's already shaping up to be pretty ace. But we might be wrong, so you'll just have to wait and see what the review says.

● ORIGINAL GAMES BY EA ● CONTACT THQ (0171-935 8954) FOR INFORMATION

ADVERTISING PROMOTION

WH SMITH

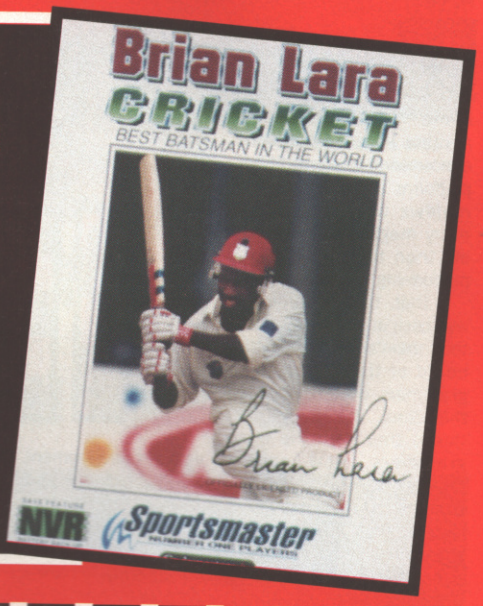
HOT GAME OF THE MONTH

"Brian Lara Cricket allows you to recreate any one of the many England defeats suffered at the hands of the world's cricket-ing nations. The control system is easy to master making strokes easier to play and bowling less arduous. Good fun in two-player mode with your mates and definitely the best cricket game yet!"
Simon Clays

COMPUTER AND VIDEO GAMES

BRIAN LARA CRICKET – MEGA DRIVE

You've read the review now take advantage of this special offer brought to you by WH SMITH and CVG!



£5 Off
WH SMITH

BRIAN LARA'S CRICKET – MEGA DRIVE

This voucher entitles the bearer to save £5.00 when they purchase Brian Lara's Cricket on the Mega Drive.

Staff Initials:

Till No:

Receipt No:

(Mega Drive format only)
Valid until 1st July
Cash value 0.001p
This voucher may not be redeemed for cash or any other merchandise.

WORK IN PROGRESS

■ PC CD-ROM

■ £Unconfirmed
■ Platform
■ Virgin

■ Programmed by Amazing ■ Initiated 1992
■ 90% complete ■ No other versions available
■ No other versions planned, but expect super console versions ■ Estimated release November

Those inimitable French programmers Delphine have a new name and a new game; wait 'til you get a load of this...

HEART OF D

Many of you out there in Gameland will remember the awesome Flashback and Another World. Both were converted to the majority of platforms and received rave reviews with practically every magazine, proclaiming then the new face of platforming.

That, believe it or not, was back in 1992 and since then there's been very little heard of the French programmers who conceived the ideas. The reason for this is that both the programmers, now called Amazing Studio, and their publishers Virgin have been keeping their latest project shrouded in secrecy.

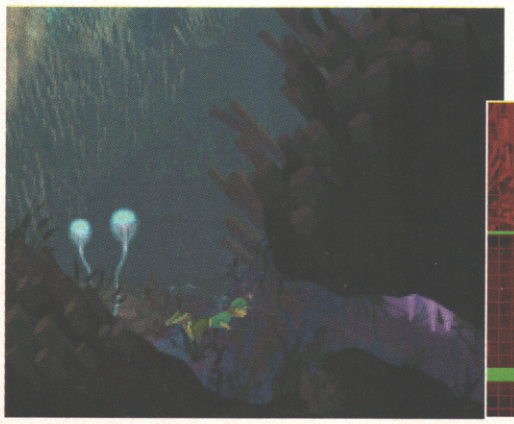
Amazing claim that Heart of Darkness, three years in development, picks up (graphics and gameplay-wise) where Flashback and Another World left off. The plot stars a young boy called Andy, who, after running away from school one day, is surreptitiously kidnapped by aliens and swept off to another dimension.

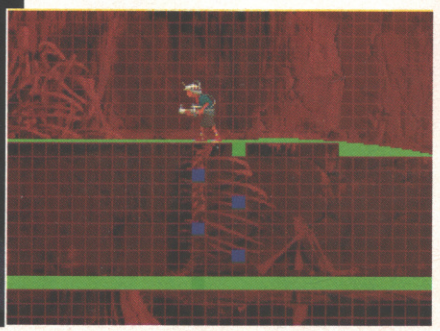
During each of the levels Andy can perform a wide repertoire of moves to help him through the bizarre alien world. In fact, to make Andy jump, run fire, shoot, swing, climb and swim takes a staggering 1,600 frames of animation. Heart of Darkness also features over 27 minutes of animations which cut in and out of play depending on events.

From what CVG has seen of Heart of Darkness to date it looks set to impress as much as Another World and Flashback did. The animated sequences have a real Disney quality about them and is a reflection of the amount of time that Amazing spent on developing the characters.

The other departure from traditional platformers is the fact that every object on screen at any given time can be interacted with. This should make the problem solving aspect, which is an important part of that all-important word 'playability', of Heart of Darkness that extra bit special.

Being a CD-ROM title all the digitised speech and speaking parts are currently being cast by Virgin, and rumour has it that some big name celebrities are being lined up.

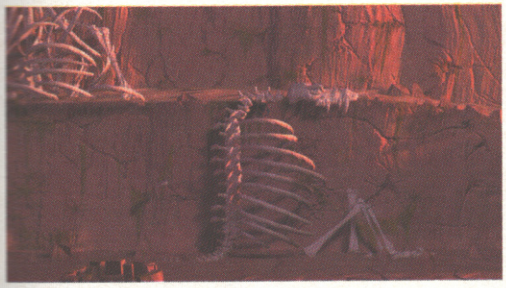




The graphical style and playability of Flashback and Another World gets a true lick of paint for Heart of Darkness

● GAME BY AMAZING STUDIO ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

▲ Andy, the hero, will be able to perform a wide variety of platform style moves.



◀ HoD will feature over 1,600 frames of animation just for the hero.

DARKNESS

PICTURE THIS

These beautiful images that we lay before you are a selection of the animations that cut in and out of play. There's nearly half-an-hour of them dotted around and, while we know you appreciate them as stills, you wanna see them when they're moving. Absolutely dreamy.

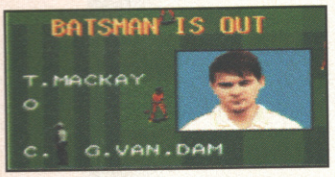
WORK IN PROGRESS

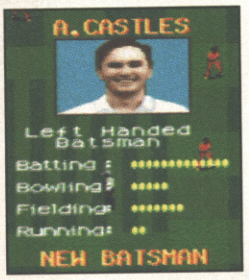
■ SNES

■ £Unconfirmed
■ Sports
■ Nintendo

■ Programmed by Beam
■ Initiated December '94 ■ 80% complete
■ No other versions planned ■ No other versions available ■ Estimated release July

SUPER INTERNATIONAL CRICKET

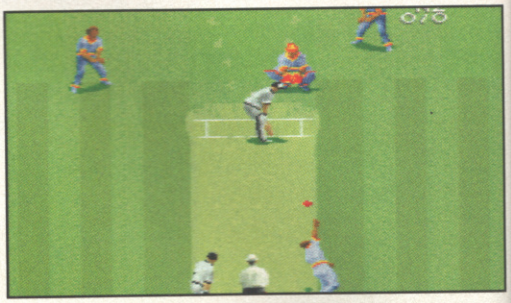




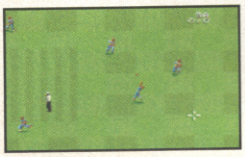
▲ What a handsome looking chap.

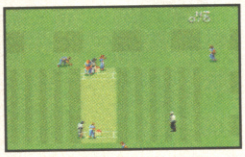
Blimey, humanity has inflicted some terrible sports upon itself through time, but you'd have to go back a long, long way to find something as bad as cricket – which was probably thriving at the time anyway. I mean, you can see the point in golf, as least you get a bit of a walk in the country with that one.

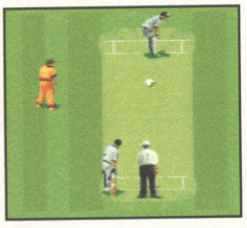
But cricket, what's it all about, it all just seems to be about standing around in a field. And no-one ever wins, either. Even if one side get decimated by a million runs it's still a draw. All very British, yes, but not exactly the recipe for a nail-biting adrenalin frenzy of a game.



▲ Position the cursor where you'd like the ball to bounce.

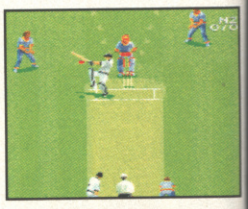


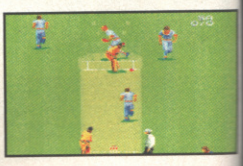


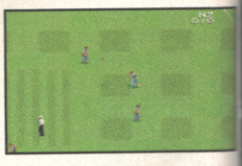


So of course, the logical thing to do is turn it into a computer game, so your parents can nag you even more for just sitting there in your room for days on end doing nothing but playing games. Or game, rather, because you'll still never have finished the first match. Let us save you some time – it's going to be a draw. You won't win. Still, those of you with the tenacity or who – shudder – actually ***like*** cricket might like to know how this one plays. Well, obviously, we'd love to tell you, but sadly our version is just that little bit too early for us to say with any conviction. Look out for a full review next month.

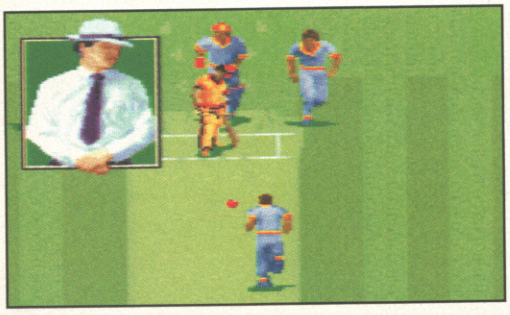
▲ There'll be loads of cricket on telly soon.







▲ Umpires signal with their arms – just like real life!



▲ Cricket is for girls what can't play proper sports. That's true that is.

LONGVIEW

This might look like just another dull as ditchwater cricket game, but it is in fact the first example of Virtua sizing techniques on the SNES. Well, alright, perhaps that's a bit of a lie, but it does feature two amazing Virtua-style viewpoints. One close-up one for batting and bowling, and a second long-range shot. Once the ball gets thwacked boudary-wards the screen flicks out to an overview of the whole field so you can co-ordinate the semi-automatic efforts of your fielding team. Hooray.

SUBSCRIBE TO

COMPUTER AND VIDEO GAMES

12 for the price of 10!

AND SAVE £££££!

That's right! No more hiking down to the shops in driving rain to find your local newsie's run out of CVGs. No, you could be basking in the warm glow of our very latest issue delivered to your door before it even hits the stores!

What's more, subscribe now and you'll get 12 issues for the price of 10! We're practically giving them away! Who knows, if enough of you subscribe we could be even cheaper. Yes, we're not above bribing people. It works for us, and it'll work for you as existing subscribers know – with CVG you're always ahead of the game.

To take out a subscription to Computer & Video Games complete the form and send with payment to : Computer & Video Games Subs Dept, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester, LE16 9EF.
(or if you want to pay by credit card call our subscriptions hotline on 0858 468888 quoting source and offer codes)

I wish to subscripe to Computer & video Games and I enclose a cheque/postal order made payable to Emap Images Ltd for £.....

UK (Offer Code: B14)	: £22.50
Overseas surface	: £40.00
Air Europe	: £43.40
Air Zone 1	: £62.50
Air Zone 2	: £74.20
Eire	: £40.00

Source Code : IB19

NAME: .....

ADDRESS: .....

.....

POSTCODE: .....

SIGNED: .....

(Parent or guardians signature if under 18 years)

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first avalible issue after that.

Subscriptions guarantee: remember, if you are not completely satisfied with your subscription, you can cancel at any time and get a full refund for any unmailed issues.

☐ **Tick here if you do not wish to receive any direct mail that Emap Images Ltd feels may be of interest to you.**

WORK IN PROGRESS

■ SNES

■ £Unconfirmed
■ Beat-'em-up
■ JVC

■ Programmed by JVC ■ Initiated october '94
■ 80% complete ■ No other versions planned
■ Mega Drive, SNES versions available
■ Estimated release July

FATAL FURY SPECIAL

Well, here's a novelty. A one-on-one beat-'em-up for the Mega Drive. Hmm.

You can say what you like about the Mega-CD (as people frequently do in language too strong for a family magazine), but at least you don't have the same difficulty as the SNES when it comes to choosing from the millions of samey beat-'em-ups available. Well now Fatal Fury is coming along to change all that, and quite possibly to herald a new age of CD updates of some of your least-favourite fighting games. Can't wait for Art of Fighting CD. Or Tuff E Nuff CD. Or Golden Fighter CD. Hooray! But whilst we're waiting oh-so-eagerly for these future titles, let us console ourselves with the imminent arrival of this, an updated amalgamation of Fatal Furies 1 and 2.

▲ Use a number of attacks to cause damage to your foes.

The casts of both games are fully present and correct, and even the bosses are player selectable from the off, so no use of any tiresome cheats for that. Each character has their own selection of special moves (surprise, surprise) along with their own strengths and weaknesses. Although it must be said they're strengths and weaknesses shared by hundreds of similar characters in dozens of similar games. But originality was never the big selling point for Fatal Fury anyway. So if you're a fan of strange joypad commands and lengthy victory catchphrases, you'll be wanting to read our review in the next issue.

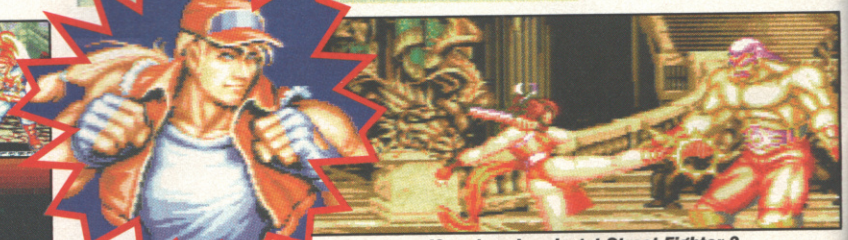
▲ A gripping day in the life of those wacky fighters.

▲ Oooooffyaaaaah!

THE INCREDIBLE STORY OF THE BOY IN THE BACKGROUND

Despite its appearance, Fatal Fury pre-empted Virtua Fighter et al by some years. Not content with the standard two-dimensional gameplay on offer in most beat-'em-ups the programmers programmed their program in full, luscious 3D. Well, that is to say two levels of two dimensions each. If you're trapped in a corner, or on the receiving end of a kicking, your character can jump into the background, where the fight continues. This provides one with a lot more fighting space. Or at least the illusion of such.

The character who loses all their energy first is the loser.



Hands up if you've already got Street Fighter 2.

Let's face facts.

Images / trademarks remain copyright of their respective owners

If you want to play stuff like This

Then you'd BETTER Call Us

Access VISA SWITCH MasterCard

COMPUTER EXCHANGE

(0171) 636 2666

SUGA

We Also BUILD PC's!

At the Computer Exchange we aim to offer as wide a range of services as possible. We've got an entire department solely dedicated to PC hardware, and our own brand of LOW COST, HIGH SPEC Pc's.....

386 SX 25 VL with 4Mb RAM, 120Mb HDD = £499
386 DX 33 VL with 4Mb RAM, 200Mb HDD = £569
486 DX2 66 PCI with 4Mb RAM, 540Mb HDD = £699
486 DX4 100 PCI with 4Mb RAM, 540Mb HDD = £769
Pentium P60 PCI with 8Mb RAM, 540Mb HDD = £899
Pentium P90 PCI with 8Mb RAM, 540Mb HDD = £1149

All our PC's include SUGA monitor, mouse, and 1 year return to base warranty.
Prices shown exclude VAT

Call our Hardware Department: (0171) 916 3110

wHO tHe hElL arE WE???

HERE AT THE TCR COMPUTER EXCHANGE WE RECKON WE'RE THE BEST IN THE BUSINESS. HERE'S WHY:

* **LOW PRICES**
  WE KEEP 'EM AS LOW AS POSSIBLE. GOOD FOR US, GOOD FOR YOU.
* **VERSATILITY**
  WE BUY, SELL, AND PART-EXCHANGE A WIDE VARIETY OF GAMES AND CONSOLES- TRADE IN YOUR OLD STUFF TOWARD A NEXT-GEN DEVICE!
* **KNOWLEDGE**
  WE KNOW OUR STUFF, AND WE'RE HONEST ENOUGH TO TELL YOU WHAT'S WORTH BUYING AND WHAT'S NOT.
* **RELIABILITY**
  EVERYTHING WE SELL IS GUARANTEED, AND DELIVERED ON TIME. HOORAH.
* **FORWARD THINKING**
  WE WERE THE 1ST IN EUROPE TO STOCK THE PLAYSTATION, AND WE'RE FULLY COMMITTED TO ALL THE NEW TECHNOLOGY.

COMPUTER EXCHANGE

Sony - Sega - Snes - 3DO - PC - PC Engine - CDi

MAKE CONTACT!

CENTRAL LONDON:
GAMES: 32 RATHBONE PLACE LONDON W1P 1AD
TEL: (0171) 636 2666
HARDWARE: 143 WHITFIELD ST LONDON W1P 5RY
TEL: (0171) 916 3110
FAX (ALL BRANCHES) (0171) 637 7898
NEW! HARROW BRANCH:
GAMES & HARDWARE- 282 STATION RD, HARROW, MIDDLESEX
TELEPHONE (0171) 636 2666

ORDERS / ENQUIRIES WELCOMED VIA E-MAIL:
computerexchange@easynet.co.uk

INSTANT CREDIT is available on all items- call for info

ORDER FORM

DEAR COMPUTER EXCHANGE, PLEASE SEND ME THE FOLLOWING ITEM(S):

- ☐ SONY PLAYSTATION- £399
- ☐ SONY PLAYSTATION (WITH SCART LEAD & PSU)- £449
- ☐ RIDGE RACER - £79.99
- ☐ TOHSHINDEN- £79.99
- ☐ TEKKEN- £CALL FOR LOWEST PRICE
- ☐ STARBLADE ALPHA- £79.99
- ☐ MOTOR TOON G.P.- £79.99
- ☐ SEGA SATURN- £399
- ☐ DAYTONA USA- £69.99
- ☐ PANZER DRAGOON- £64.99
- ☐ VIRTUA FIGHTER- £64.99
- ☐ CLOCKWORK KNIGHT- £49.99

IF THE ITEM YOU DESIRE IS NOT LISTED HERE, CALL US.

NAME _____ ADDRESS _____

DAYTIME PHONE NO. _____

I ENCLOSE A CHEQUE/P.O. (PAYABLE TO TCR COMPUTER EXCHANGE) FOR £ _____

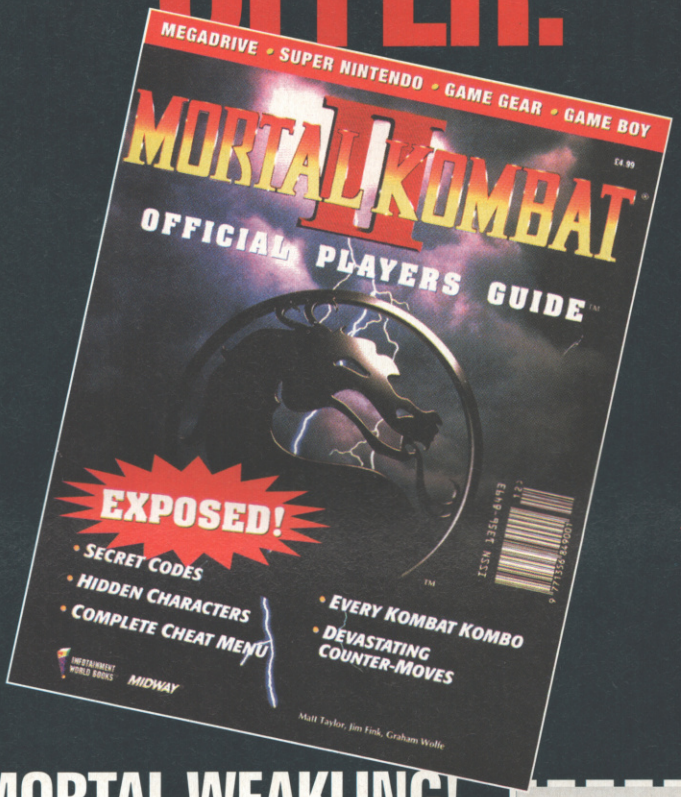
PLEASE DEBIT MY VISA/ACCESS/SWITCH CARD TO THE TUNE OF £ _____

CARD NO. _____ EXPIRES: _____

NAME ON CARD _____ SIGNED _____

All prices correct at time of going to press, E&OE. ID must be provided by sellers of stock.
POSTAGE & PACKING- PLEASE ADD £1.50 FOR GAMES, £15 FOR MACHINES

AN UNBEATABLE OFFER.



CVG SPECIAL READER OFFER!

DON'T BE A MORTAL WEAKLING!

– Get the Official Mortal Kombat 2 Players Guide and never be beaten again!

For a meagre £4.00 (inc P&P), you can gain possession of this hand-crafted tome, carved from solid paper, colourised by the purest mountain ink, revealing to YOU the ancient fighting secrets of Mortal Kombat II!

The definitive Official Mortal Kombat 2 Player's Guide: 156 pages covering Mega Drive, SNES, Game Gear, and Game Boy formats.

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

Please send me a copy of Mortal Kombat 2 players guide. I enclose a cheque/postal order for the value of £_____ made payable to Emap Images Ltd.

Source Code : BK1B

NAME:.....

ADDRESS: .....

.....

.....

POSTCODE: .....

TEL NO .....

To get your copy of Mortal Kombat 2 Official Players Guide fill in the form and send with payment to Mortal Kombat 2 Reader Offer, Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harbour, Leicester LE16 9EF

The face of games is changing. Graphics which used to take an animator weeks to draw can be produced in a matter of hours – and the results are more realistic. And the one title that shows just what is possible is set to revolutionise gameplay is Alien Trilogy. Just cop a load of this...

ALIEN TRILOGY

ALIEN TRILOGY

Fact: actors and games don't mix well. Interactive movies just don't work, but letting actors loose in a motion capture studio to create proper in-game graphics, well that's a different prospect.

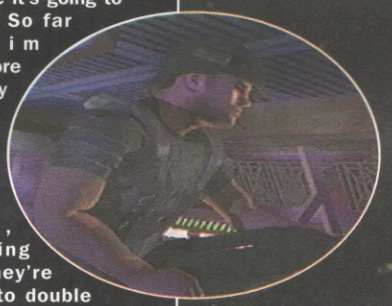
Comparing motion capture to normal computer game graphics is like comparing movies to a zoetrope – there's more than a world of difference. When CVG visited Acclaim's headquarters in up-state New York, we found out just how far this technology had come.

20 minutes was the key figure. That's all the time it took to produce a perfect 10-second animation using one actor and two production staff – one of whom spent most of the time explaining to us how it all worked. More than just the static character, they'd actually dropped him into a fully scalable backdrop and had the finished article running on an SGI machine through a PlayStation and Ultra 64 emulator simultaneously. Interestingly enough, it look best on the Ultra, but then all the emulator does is switch off various elements of the workstation so it runs at a similar specification.

It's also an expensive prospect. So far Acclaim have had to relocate their headquarters into a building with a custom-built studio in the basement and buy up a medical company, Biomechanics, who were working on specialist software for limb injuries.

But the investment looks like it's going to pay off. So far Acclaim make more money than almost any other software house, something which they're looking to double next year.

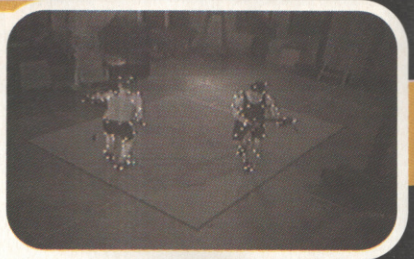
The question is, what does all this mean for us? Well, looking at the kind of stuff they're developing at the moment, we're in for some great games. No more so than Alien Trilogy...



Construco-marine

The process of taking an actor, motion capturing him and shoving the finished product into the game is ludicrously simple. An actor dressed in a black suit with around 65 reflectors attached, goes through his paces in the studio, where the film is automatically transferred to a Silicon Graphic Onyx workstation. Here it maps all the reflector points and then connects a rough frame around them.

The next stage brings the bone rotation software into play, which calculates exactly how the character should move. Once that's done all that remains is to wrap a texture over them and bingo, one set of character animations ready to drop into a game. The same applies for the aliens, although, for obvious reasons, the human actors have to have various appendages strapped to them, otherwise they wouldn't look much like aliens, would they?

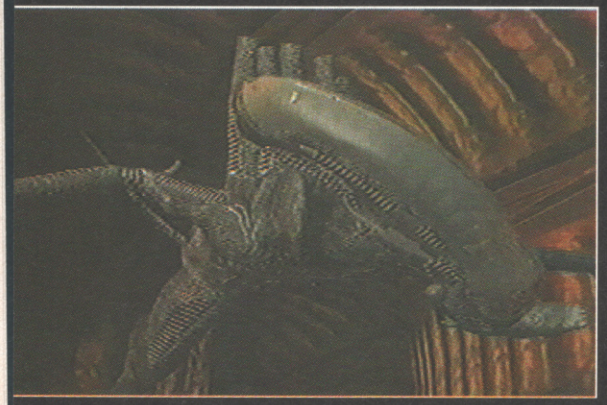


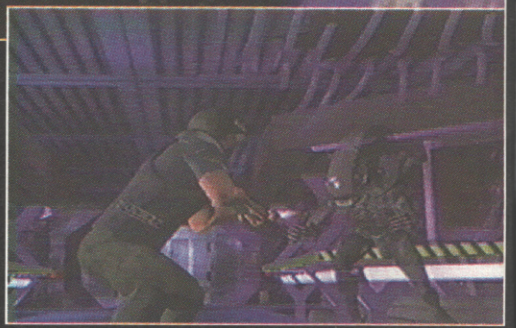
THE ALIENS ARE COMING

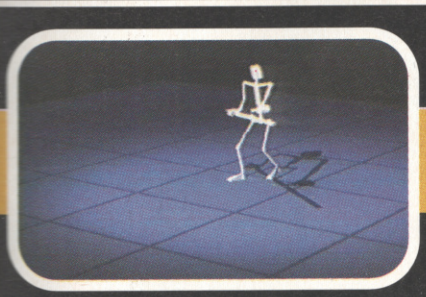
By far the most impressive use of motion capture so far is going into Acclaim's forthcoming Alien Trilogy. The game's based on all three movies, and combines Doom-style action with remarkable 3D graphics.

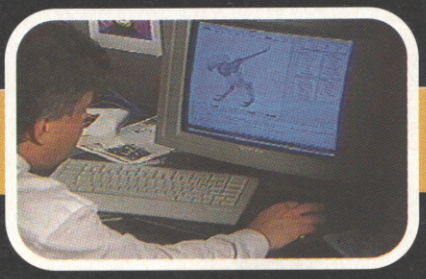
Currently the game's been in development for nearly three years now, and this is where some of the problems with the technology come into play. The motion capture studios themselves are actually based at Acclaim's HQ in New York, while most of the game is being programmed by Probe Software, who are based in sunny Croydon.

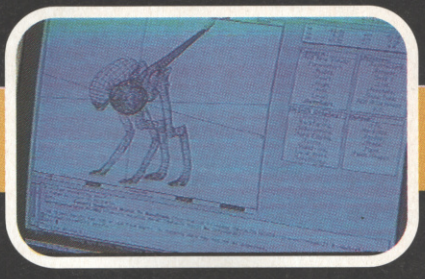
Because Alien Trilogy is based loosely on all three films, the game designers have plenty of material to work with. Basically what they're trying to do is combine the atmosphere from the first film, with the action and suspense
ond. Hopefully
up trying to i
anything from
The stat
shots on thei
impressive e
when you ac
the graphics
they're nothi
mindblowing.
this restricts t
CD formats, w
PlayStation a
ROM versio
game currentl
From a d
point of view
the easiest t
w'orld when yo
team are bas
around the
everything's
come together
it looks as t
could be seein
before the yea
This techn
powerful and f
the results s
sive, that it's
interest from f
ers. In fact,
Batman Forev
effects were p
the motion ca
dios, althoug
won't let on a

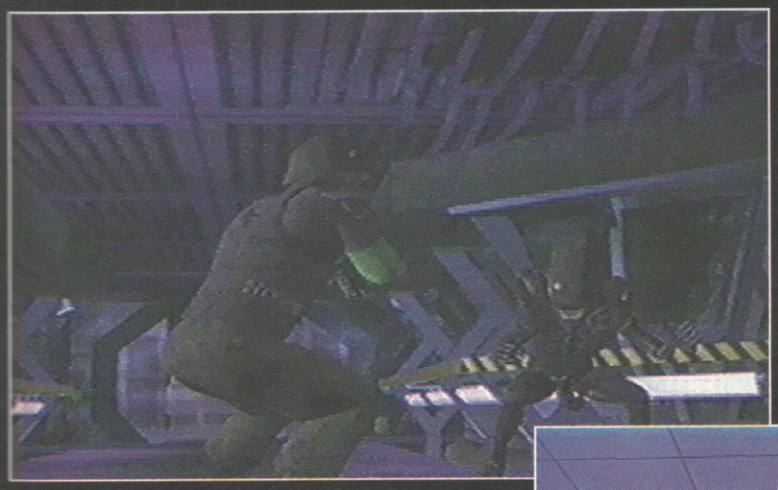


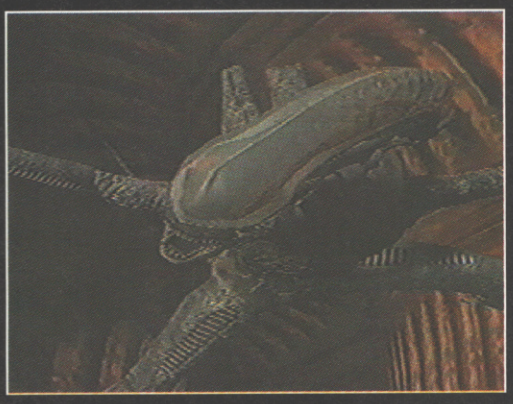


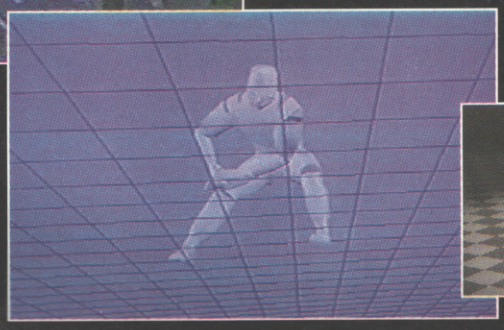












The finished graphics are nothing short of astounding – and take up less memory than sprites!

and suspense of the second. Hopefully they'll give up trying to incorporate anything from the third.

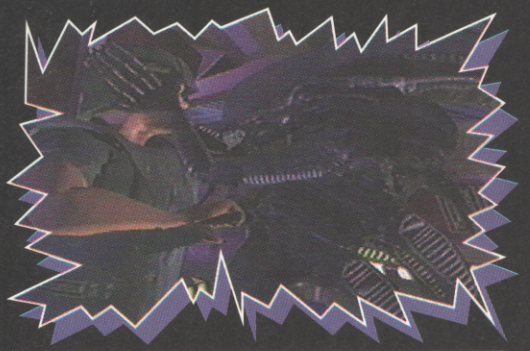
The static screenshots on their own look impressive enough, but when you actually see the graphics running, they're nothing short of mindblowing. Naturally, this restricts the game to CD formats, with Saturn, PlayStation and PC CD-ROM versions of the game currently planned.

From a developer's point of view it can't be the easiest thing in the w'orld when your graphics team are based halfway around the world, but everything's starting to come together at last and it looks as though we could be seeing the game before the year's out.

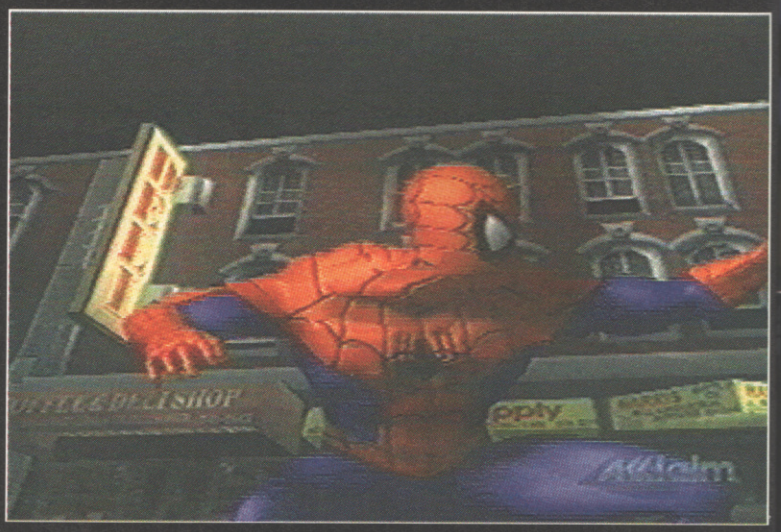
This technology is so powerful and flexible, and the results so impressive, that it's attracted interest from film producers. In fact, some of Batman Forever's special effects were produced at the motion capture studios, although Acclaim won't let on as to which scenes use it. It's conceivable that, for some of the stunts at least, it was used to replace a stuntman's features with those of one of the actors. From Acclaim's point of view, this is excellent, as they hold the complete rights to this form of motion capture technology. However, there is potential for them to licence it out to other developers, but you can bet they'll only do that after making a killing from it themselves.

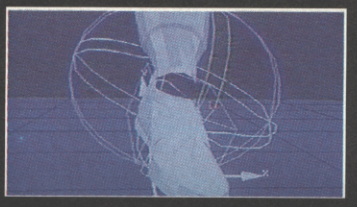
Because of the quality and detail motion capture graphics gives, Acclaim are sticking firmly with big name licences. This gives them access to a huge amount of resources when it comes to producing the game and also let's them cash in on what hype-wagon has been rolled out. From a business point of view it all makes sense, but somehow it's disturbing when a company openly admits that they go for a big-name licence over original product. As Acclaim's chairman Greg Fishbach admits "We won't touch a product, regardless of quality, if we don't think we can sell it."

It's a bullish attitude which has so far been responsible for some of the biggest, and worst games of the last couple of years. But with a current portfolio boasting Judge Dredd, Batman For Ever, Alien Trilogy and forthcoming swashbuckler Cutthroat Island, who's going to be against Acclaim being anything less than massive in '96?



ALIEN TRILOGY



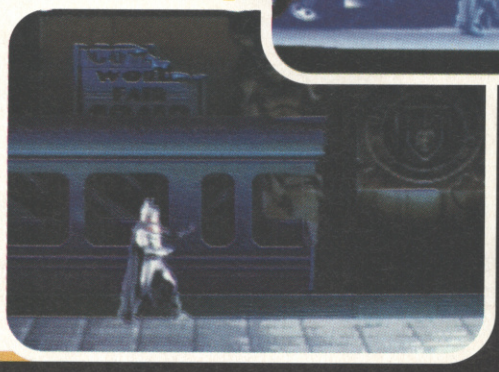


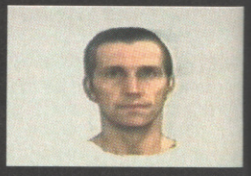
This brief Spiderman demo shows the potential for producing full animated productions using motion capture.

Batman Forever looks like it's going to be very good. These pics are taken from the SNES version.

Batman Forever

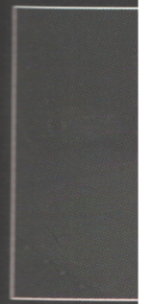
Making use of the more conventional green-screen character digitising technology is Acclaim's forthcoming Batman Forever. Licensed from the up-coming movie, Acclaim have put the platform engine that powered Stargate and Judge Dredd behind them and opted for something more akin to Mortal Kombat II. The graphics have all been digitised using green screen technology, where the actors are filmed against a single colour background, cut out and dropped into the game.





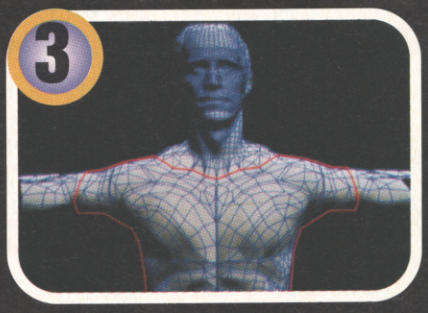
Once a face is scanned it's a relatively simple process to map it over a pre-captured shape.

Below: The con given off by th to the actor.



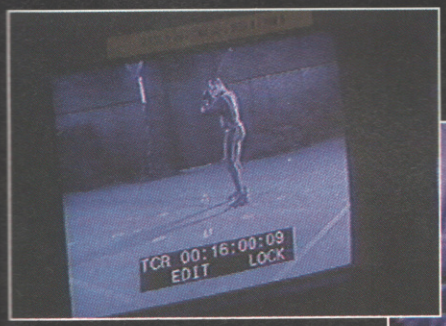
The Duel

This was actually the first demo Acclaim showed of the potential of their motion capture system. All it is, simply, is a bundle between a demon and a rather muscly looking bloke. It wasn't so much the detail of the graphics that made people's jaws drop, but the faultless animation.



A full 3D scan of a face takes just under 20 seconds.

The guy on the screen on the left is Frank Thomas, baseball hero and star of Acclaim's forthcoming Frank Thomas 'Big Hurt' Baseball.



Below: The computer detecs the light given off by the 60 or so sensors attached to the actor.

RUN PACIFIC

Examples of our Hong Kong Trade Prices

Machine	£290	£290	£250	VALID ON TRADE ORDERS ONLY
Games	£35-75	£35-75	£25-60	
Memory Card	£16	£29	N/A	
Multitap	N/A	£29	N/A	
Original Pad	£25	£25	£25	
Third Party Pad	£20	£20	£20	

GAMES FOR THE ABOVE SYSTEMS WILL BE EXPENSIVE ON THEIR RELEASE DATE AND FALL GRADUALLY.

SWC 32DX SYSTEM AND AX DEVELOPMENT STATION FROM £195

ANIME + ARCADE NEO/GEO MUSIC ON CD/MD £15, DAT £8, TAPE £5

FOR GLOBAL EXPORTS CONTACT
TEL +852 267 62382
FAX +852 267 79976

Run Pacific HK
8 Kau Loon Hang
Tsuen, Tai PO,
N.T.
Hong Kong

FOR PRIVATE BUYERS THAT WANT THE CONFIDENCE OF BUYING FROM A U.K. DEALER AND KNOWING THE LATEST PRODUCTS ARE IN STOCK SHOULD CALL US NOW IN THE U.K.

TEL 01296 331625
0370 277775
FAX 01296 433437

RETAIL ORDERS ONLY

OUR UK OFFICE IS HERE TO CATER FOR THOSE WHO WANT THEIR GOODS NEXT DAY, AND WITHOUT THE NEED TO SEND MONEY ABROAD.

WE ALSO OFFER A PART EXCHANGE SERVICE FOR YOUR OLD HARDWARE.

PRICES FROM ENGLAND

£390 **£375**

DEADLUS £55
DAYTONA £65
TEKKEN £60
PANZER DRAGOON £60
BOXERS ROAD £60

Run Pacific UK
31 Kingsbury Square
Aylesbury
Bucks
HP20 2JA

C.C.G.

MAIL ORDER ONLY - PHONE LINES: MON-FRI 9-9 SAT-SUN 9-5

3DO

RETURN FIRE	£39.00
FLYING NIGHTMARES	£37.00
GEX	£36.00
WING COMMANDER 3	CALL
QUARANTINE	£35.00
FLASHBACK	£37.00
SUPER STREETFIGHTER 2	£48.00
6 BUTTON PAD	£23.00
TWO INFRA RED PADS	£39.00
3DO PANASONIC PAL SYSTEM WITH FREE GAME	£165.00

PC CD-ROM

DARKSEED	£13.00
BLIND DATE	£35.99
IRON ASSAULT	£27.99

PC

DISCWORLD	£35.99
MORTAL KOMBAT 2	£27.99

SNES

FRIEMAN	£39.59
STARFLEET ACADEMY	£39.59

SEGA MEGADRIVE

SAMURAI SHOWDOWN	£38.50
STRIKER	£42.50

JAGUAR

JAGUAR 64 BIT SYSTEM WITH FREE GAME	£180.00

CDi 450

450 CDi MACHINE WITH DV CART, 5 FREE GAMES & 2 CONTROL PADS	£350.00

WE ALSO SELL COMPAQ AND IBM PC, PRINTERS AND ALL THE HARDWARE YOU NEED FOR YOUR PC. FOR A FULL PRICE LIST WRITE TO: 3 HILLSIDE CLOSE, UPPER ARNCOTT, BICESTER, OXON OX6 0PF OR PHONE/FAX 01869 324472. PLEASE ADD £1.60 P&P FOR GAMES AND £9.00 FOR HARDWARE.

HEARTS LEISURE (LONDON)

125 BOWES ROAD, PALMERS GREEN, LONDON N.13 4SB
TEL: 0181 889 0811 / 0181 360 5562 FAX: 0181 881 9558

SPECIAL OFFER

EX- ARCADE FULLY WORKING 2 PLAYER ARCADE MACHINE WITH 20 INCH FULL COLOUR MONITOR INCLUDING ONE OF THE FOLLOWING GAMES: WORLD CUP, EUROLEAGUE, P.O.W. OR INSTEAD, MAKE AN OFFER OF ANY OTHER GAME

ONLY £150.00

DELIVERY ARRANGED ANYWHERE AROUND THE WORLD
- FULLY COMPATIBLE WITH ALL JAMMA P.C.B. GAMES -

OVER 500 P.C.B. GAMES IN STOCK, P/X WELCOME
FOR FULL PRICE LIST OR SPECIFICATION SEND S.A.E.
MANY OTHER VIDEO GAME ARCADE MACHINES IN STOCK

GOLDEN GATE EXPORT COMPANY INTERNATIONAL

H.K. FAX: 00 852 24191773 U.K. FAX: 0151 4240216
H.K. TEL: 00 852 90819838 U.K.TEL: 0378 190009

H.K. TRADE PRICES (NOT INC. FREIGHT OR TAX)

		£			£
SATURN		280	SPF	X II 32M	180
PSX		280	S SMART BROS 32M		200
SWC	AX 32M	190	PSX GAMES		35-60
	DX 32M	195	3DO GAMES		15-20
	2.8CC 32M	170	SATURN GAMES		35-60

U.K. RETAIL PRICES (INC. POSTAGE TO ANY U.K. DESTINATION)

	£			£
SATURN		CRIME CRACKERS		40
inc Transformer & Pad	385	TEKKEN		57
PSX inc. Transformer,		PSX MEMORY CARD		25
Pad & Scart conversion	390	SAT MEMORY CARD		37
DAYTONA	52	JOYPAD	SAT.PSX	32
PANZER DRAGOON	52	S.W..C	AX 32M	245
RIDGE RACER	55		DX 32M	240
TOSHINDEN	55		2.8CC 32M	220
STARBLADE	57	S.P.F. X II	32M	215
PARODIUS	45	S.SMART BROS 32M		245

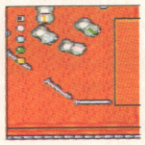
SEND U.K. RETAIL ORDERS TO:
(CHEQUES SHOULD BE MADE PAYABLE TO: "G.G.E.C.I.")
G.G.E.C.I.
55 DICKSON STREET, WIDNES, CHESHIRE
WA8 6NX ENGLAND

TRADE ORDERS SHOULD BE FAXED TO THE ABOVE NUMBER IN HONG KONG, WHERE UPON YOU WILL RECEIVE A PROMPT REPLY, STATING BANK DETAILS AND CONFIRMATION OF PRICE. OR WRITE TO :
G.G.E.C.I.
9 KAU LUNG HANG TSUEN
TAI PO
N.T.
HONG KONG

reviewed this month...

At last there's an end to the Street Fighter vs Mortal Kombat conundrum – Tekken beats the beans out of both of 'em. It really is the apex of fighting game design and a good proportion of my time this month has been spent by furtive practice sessions. Mind you, it's been a good month for quality software, with Full Throttle and the amazing Flight Unlimited both giving Namco's PlayStation star a run for its money. And 16-bit owners are well catered for with Alien Soldier and Megaman X2 both offering plenty o' thrills. But why don't you just read about them yourself, eh?

mc marky boyeee junglemania, editor



What we're playing this month

MARK

Flight Unlimited/PC
The PC further advances its reputation as a games format to be feared and respected with the release of this absolutely stunning simulator. A truly splendid piece of software.
Full Throttle/PC
I love LucasArts and their wacky games, but Full Throttle is tops even by their (high) standards. A great mix of graphics, gameplay and humour without getting bogged down by feeble jokes.
Tekken/PSX
I wasn't sure this would be too great, but once I started playing it I was amazed to find that it very nearly is too great for my feeble pie-strained heart. An awesome game. Just ace.

GARY

Chaotix/32X
I always preferred Knuckles' dreadlocked and disproportionately jointed cool to Sonic's wiry-backed smugness, so it's great to see the little ant-eating type get his own title at last.

Daytona/Saturn
Forget the grainy graphics and terrible soundtrack, once you take the time to get to know Daytona you'll love and treasure it forever. Not so polished as Ridge Racer, but definitely more playable.
Tekken/PSX
I'm not normally the beat-'em-up sort, but Tekken is just so superb that I've renounced my non-violent ways completely.

Tekken p.26

Daytona p15

RAD

Tekken/PSX
It's the best beat-'em-up ever. What with all the moves and combos and face-pasting to be had.
Daytona/Saturn
This game features the most brain-splittingly execrable soundtrack I've ever had the misfortune to suffer. The game's absolutely great though.
Alien Soldier/Mega drive
Treasure are gaming gods amongst men and this, the final release of their earliest effort, is smart stuff.

SIMON

Wiggedy wiggedy wack, gamestrels, it's Simon the new kid here. I'm too new to have an opinion of my own, so I'm not going to say what my favourite three games are this month. I like whatever everyone else likes. Hopefully my indoctrination course of injections and brainwashing should be finished by next month, so I'll tell you then. Viva Gamos, god of Games!

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be special before it scores 90% or over and a CVG Hit!. Even rarer is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect many of these as it takes a score of 95% or over to earn one. Anyway, here are the top games this month...

15 Daytona USA/Saturn
26 Tekken/PlayStation
60 Micro Machines 2/Game Gear
72 Street Fighter 2/PC
76 Full Throttle/PC CD-ROM
79 Slam 'N' Jam/3DO
80 Illusion Of Time SNES
84 Fever Pitch/SNES
94 Flight Unlimited/PC CD-ROM

The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

MEGA DRIVE

Shoot-'em-up | Sega

£Unconfirmed | Out June/July

No other versions available
No other versions planned

alien soldier

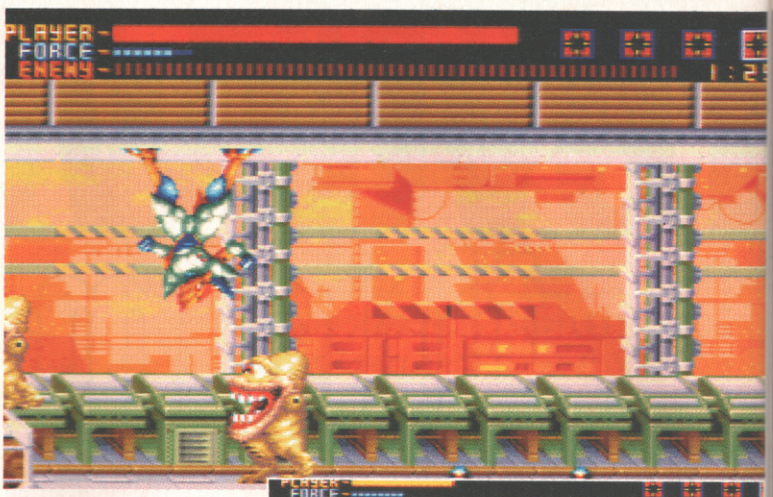
Crickey, spray my armpits with frogspawn, it's another finger crippling boss rout. And, 'cos we're really nice to you out there we've dedicated six whole pages to it. Put that in your colon and chew it.

The universe is in disarray once more, well it is in Alien Soldier. I know, it's not the first time and it won't be the last, but where else do games houses get their ideas from. This universal disruption is not only an easy angle for a plot, but it also gives you the perfect excuse to get as big a gun as possible and knock the stuffing out of lardy-arse aliens.

OK, that's fair enough, I hear you rant, they're poxy aliens who want to control the universe and they deserve it, and anyway it's therapeutic. Not so if you're one of the aliens. Sitting there at the end of the level, not really wanting to fight, not really interested in total domination and certainly not looking forward to seeing you with your teeth gritted and your mind twisted up in some psychotic red rage.

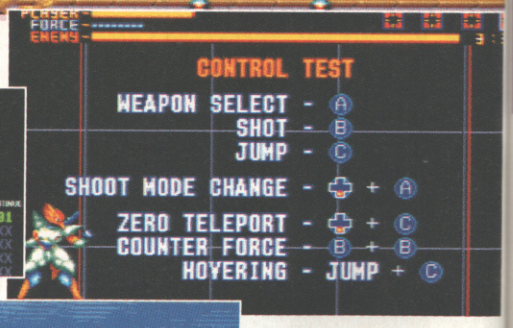
Would you want that kind of apparition turning up on your doorstep on a regular basis? I doubt it, but that's what happens to level bosses on a regular basis. Alright, so they always attack you first, but that probably harps back to a bad childhood experience. Therapy for level bosses I say.

But maybe not all at once because Alien Soldier is so full of level bosses it would cram the clinic full of huge, mentally unstable, be-tentacled aliens all looking to claim against their employers for damages. Or maybe they're just large sets of pixels controlled by a chip in a game console and perhaps I should stop drinking that heating element.

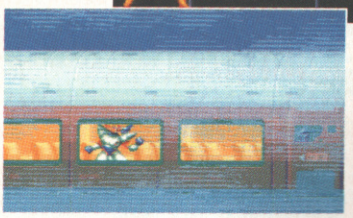


▲ *Ooh, what a feeling, err... Dancing on the ceiling.*

▲ *All of your stats are there for you to analyse.*



▲ *Here on the control and weapons selection screen you can test out your moves and weaponary before going to fight*



As bloody ▶ *usual the buffet car's flippin' miles away.*

Ahh, the ▶ *salubrious beauty of the underground toxic caverns of level 10.*

▲ *Helpful wh attacks by b*

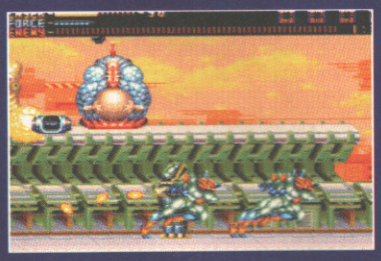
▲ *If only I could flame grill that piece of cod below.*

● GAME BY TREASURE ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

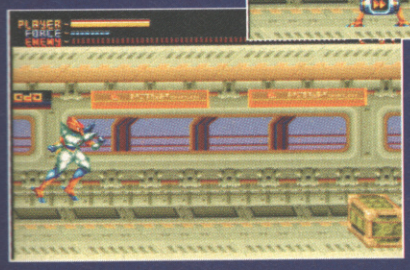
MOVIN' ON UP

To get anywhere in this boss extravaganza, you're going to have to use all the moves available to you!

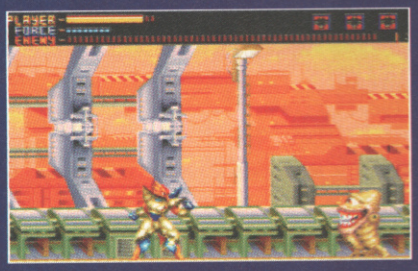
◀ *Weapons wear down or run out of ammo. Selecting the A button allows you to change which weapon you're firing. No time to umm and arr because you are particularly vulnerable to attack while choosing, so it's not a shopping expedition.*



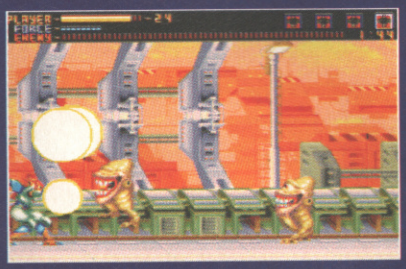
Extremely helpful in the defeat of bosses. Powerslide says what it means and allows you to scream from one side of the screen to the other. Used to its maximum it can inflict useful damage.



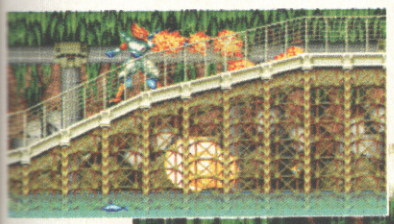
▲ *Helpful when taking flak from ground attacks by bosses – extra minions.*



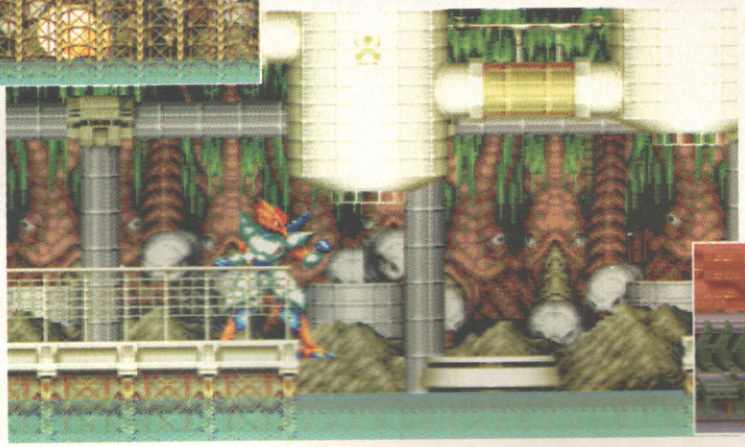
▲ *Pushing down on the pad and pressing your A button turns your character yellow and allows you to run and fire at the same time.*



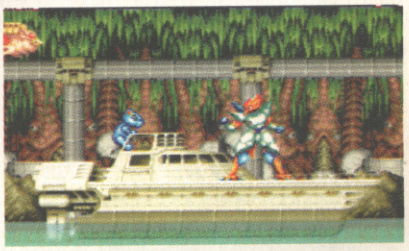
▲ *Pressing your B button twice gives your weapon a short range bolt which inflicts heavy damage.*

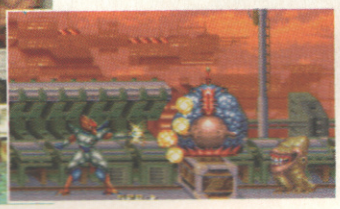


▲ *If only I could flame grill that piece of cod below.*

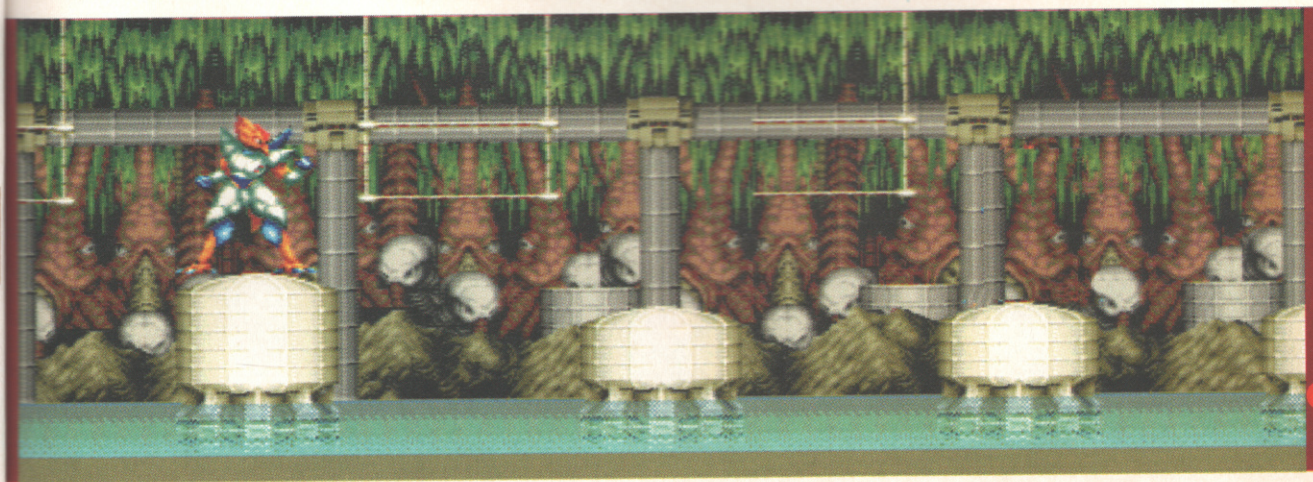


Ahh, the ▶ salubrious beauty of the underground toxic caverns of level 10.





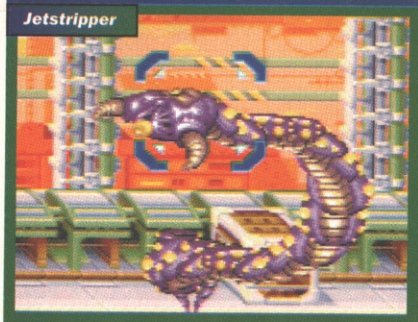
▲ *Help me off this medication, I've just been captured by a blue teddy in a speedboat.*



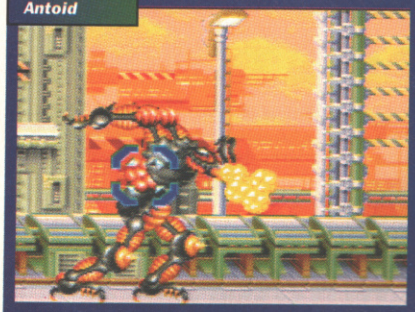
BIG MAMMAS

If Bruce Springsteen's supposed to be the boss, who the devil are these suckers?

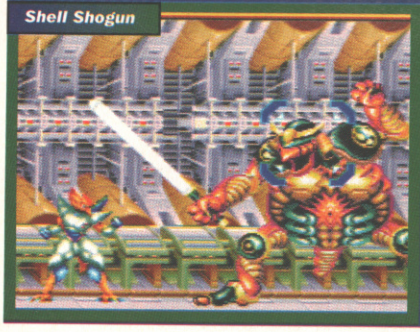
Jetstripper



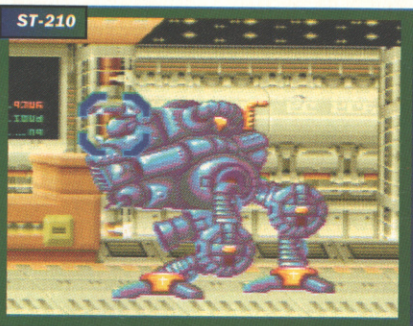
Antoid



Shell Shogun



ST-210



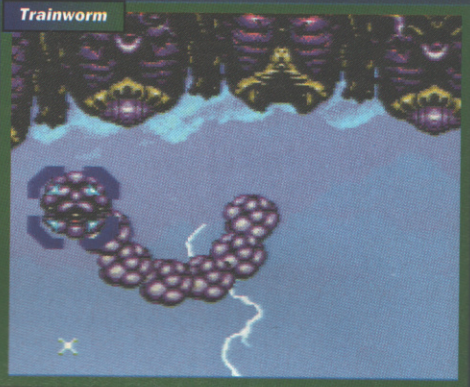
Joker

Madam Barbar

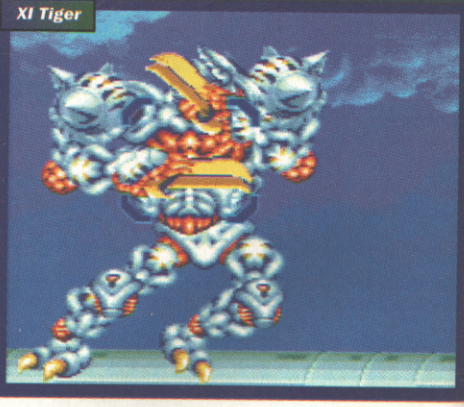
Honeyviper

Flying Neo

Trainworm



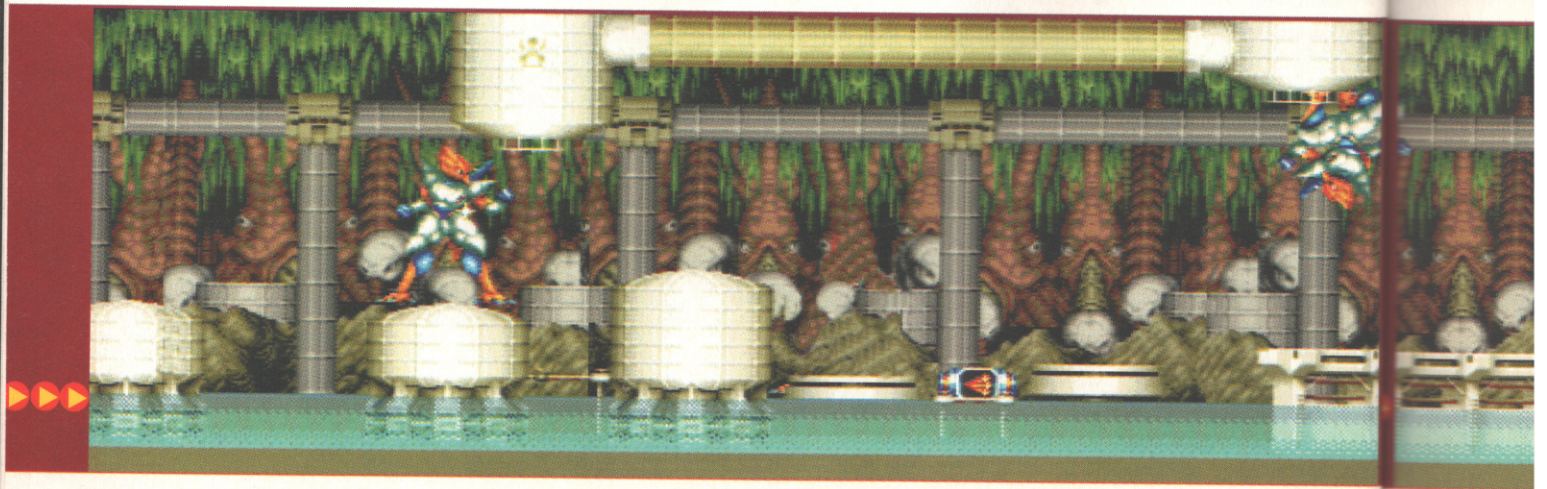
XI Tiger



Sharpsteel

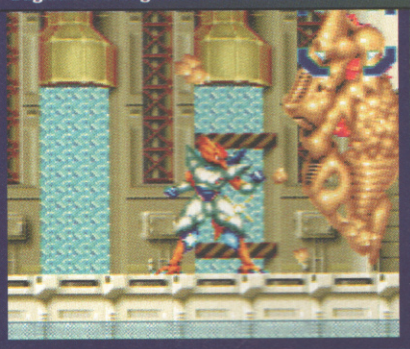
Gusthead

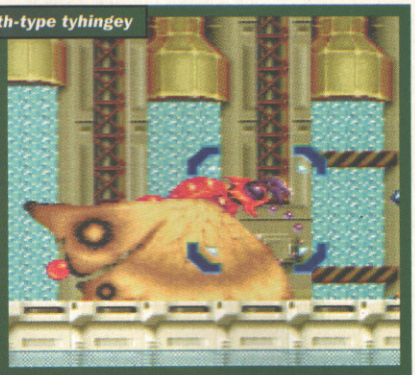
Deepstrider



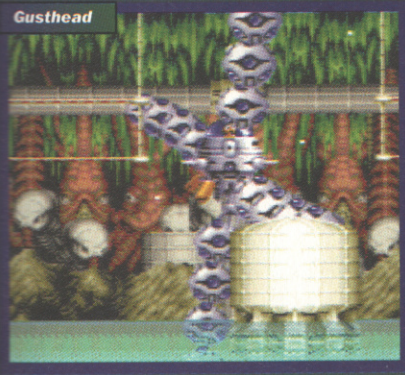
Sharpsteel

Bugmax and Bugmax after it transforms into a moth-type tyhingey



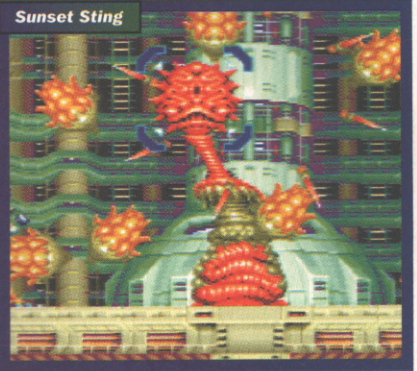


Gusthead



Destroyer MK II

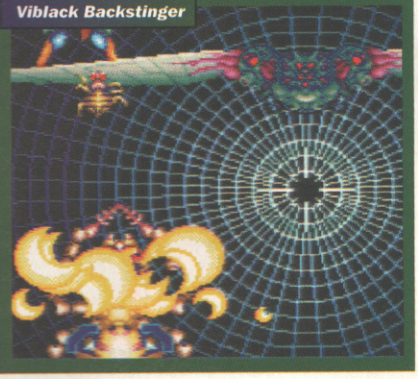
Sunset Sting

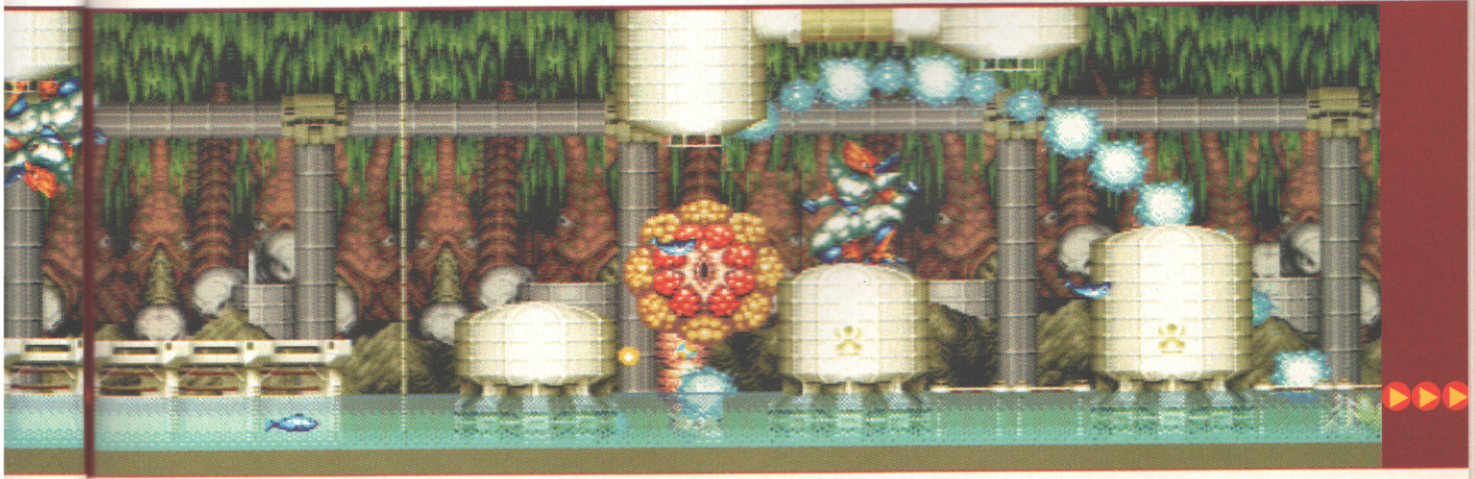


Deepstrider

Epilson 1

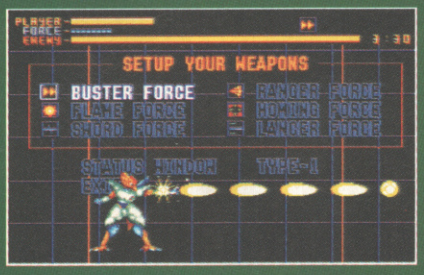
Viblack Backstinger





LET'S GO TO WORK...

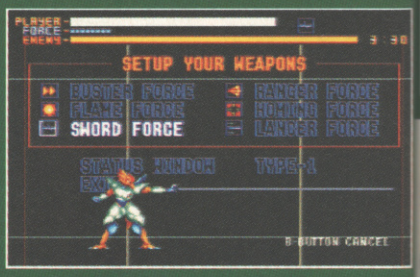
Before you set out on your boss blood fest, Alien Soldier gives you the choice of six weapons to go into four weapons stations. Each weapon has different capabilities, duration and power.

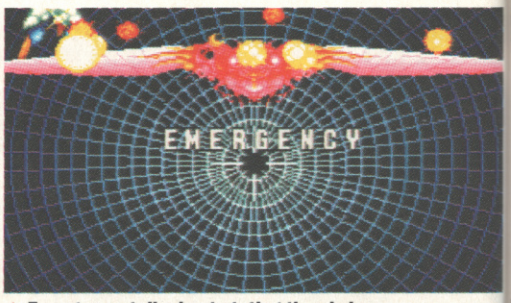


▲ *This weapon has a fairly wide kill range and is excellent for childrens' parties and barbecues.*

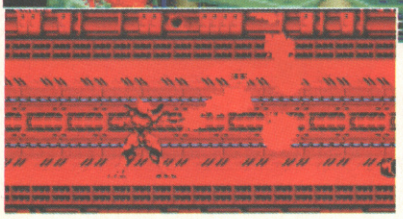
A laser beam of intense power and range, but with a tight kill radius. ▶

◀ *A straight beam that needs accuracy to kill enemies, but is fairly powerful.*



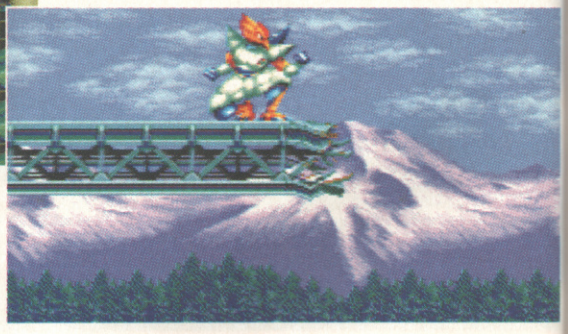


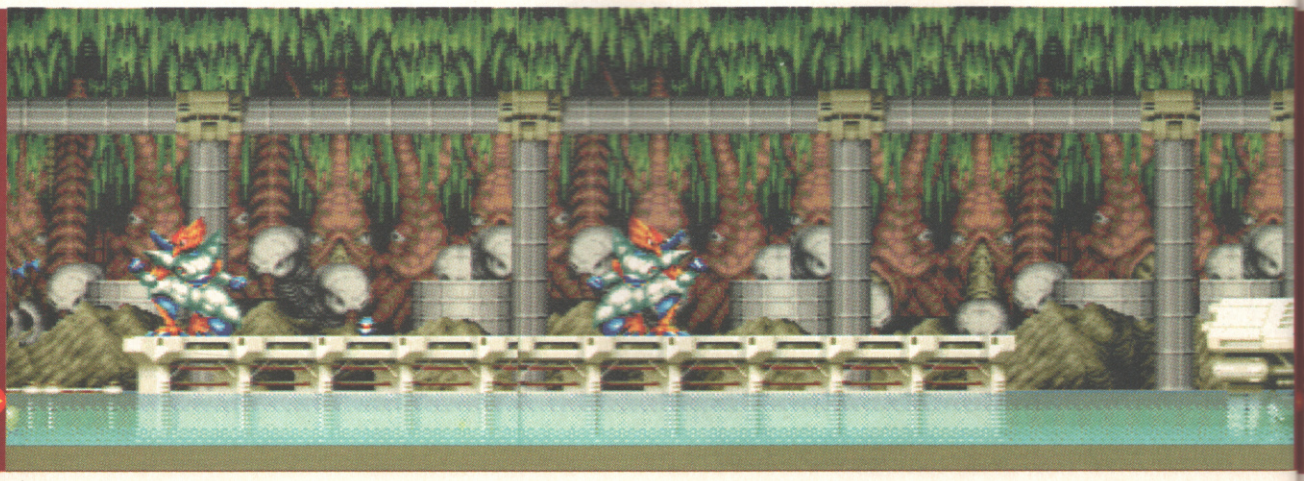
▲ *Emergency, talk about stating the obvious.*

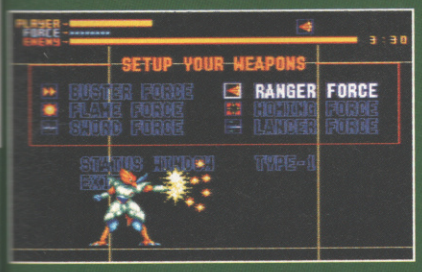


▲ *Talk about earning your crust. This sod isn't even a proper boss.*

◀ *Tut! Stuck in the red light zone again.*



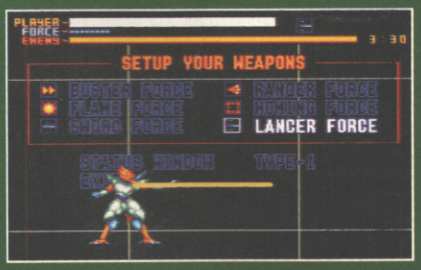


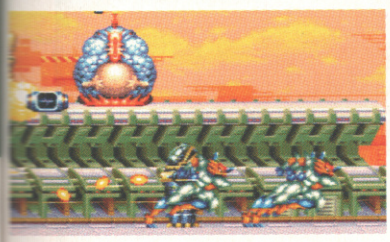


Kills park rangers only. No, not really. It's not too powerful but hits practically everything.

Intense red beam that you need to be very accurate with.

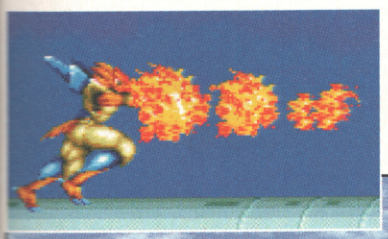
My own personal choice. A fiery bolt that homes on to your target frazzling it to crispy duck proportions.

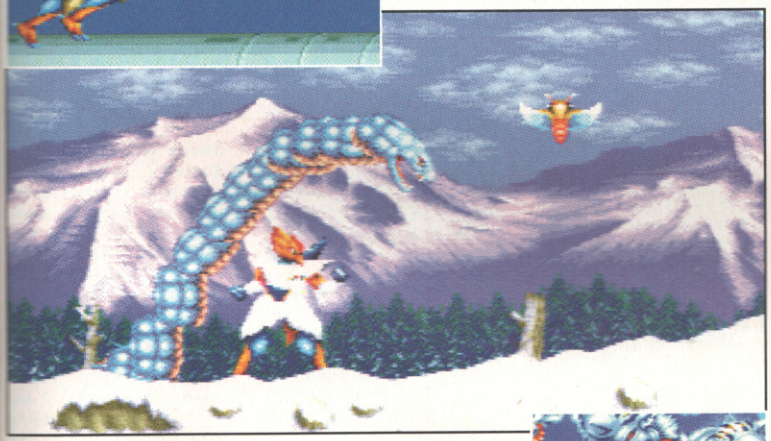


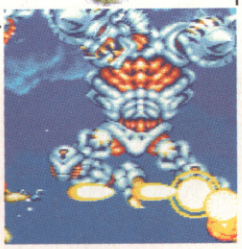


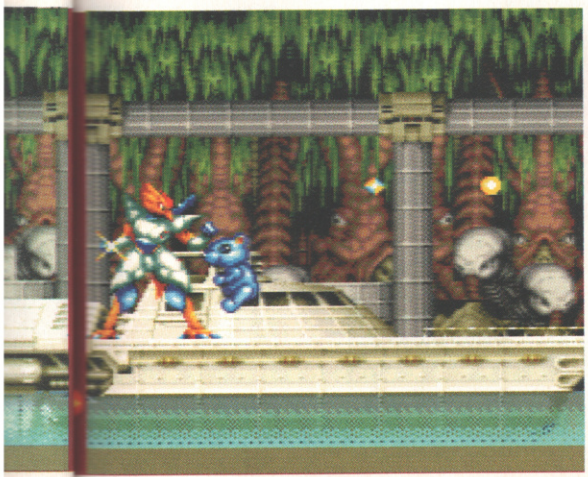
Morning has broken...

Try doing this with your eyes closed









ALTERNATIVE

MEGA DRIVE

- Gunstar Heroes
- Sega/£39.99

Possibly the best of its kind on the Mega Drive and a game I really loved. Interestingly enough, both Alien Soldier and Gunstar Heroes were developed for Sega by Treasure.

- ISSUE 142: 92%

TEAM VERDICT

MARK PATTERSON

Big sprites, big everything really, apart from impact. It's not that Alien Soldier is in any way poor, it's just that we've seen plenty of practically identical titles that came out a while ago. Still, looking at the pluses, Alien Soldier's a pretty solid boss battler that has some nice graphical touches.

GARY LORD

The bosses are all well animated hard little suckers who take some time and some sussing out to kill, giving the game that 'I must finish this' feel. Oh and there's ome nice end-of-level geezers to take out all your frustration on into the early hours.

RAD AUTOMATIC

It builds on the tradition that was Gunstar Heroes of taking the bosses and completely expanding them exponentially. The only thing that Alien Soldier really seems to lack is pace. Very rewarding, hard and ground breaking don'tcha think. I I like it and I'd buy it.

VERDICT

MEGA DRIVE

This is a a well worn genre and there aren't many roads forward. Alien Soldier doesn't exactly build a new orbital motorway, but it does lead you down quite an interesting B road. Basing play on boss fighting isn't a new idea, but Alien Soldier does quite a tidy job of delivering the goods. Alien Soldier will take any budding sadist a lot of determination to complete, my only worry is that your blood lust may dry and your interest shrivel into repetitive stress syndrome before you kill that final infernal boss.

SIMON CLAYS

GRAPHICS	79
SOUND	77
PLAYABILITY	80
VALUE	74

OVERALL

80

CVG REVIEW

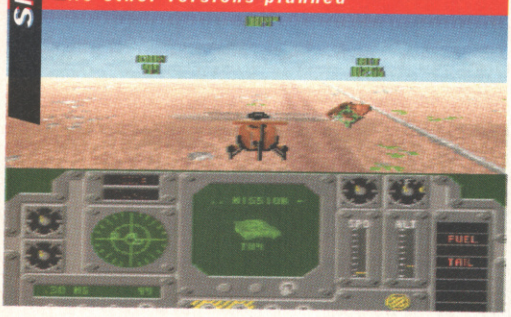
SNES

Shoot-'em-up ■ GameTek

£Unconfirmed ■ Out June

No other versions available

No other versions planned



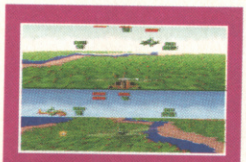
air cavalry

Big choppers. Ahahahaha. That's funny. Big choppers. Snigger.

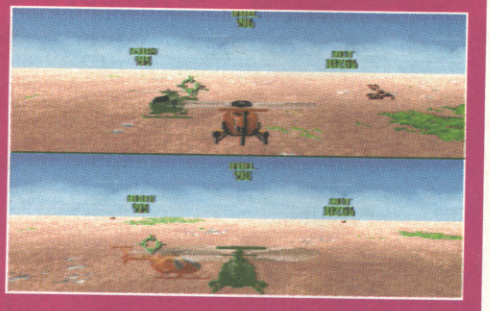
Air Cavalry. That's a bit of stupid name isn't it? I mean, the word cavalry is the common name for horse-mounted riding troops, having little to do with aviation in any fashion whatsoever. So unless this is a game about sword-wielding old-time soldiers gliding through the skies on Pegasuses the chosen titular moniker is rather off-target. And there isn't a winged horse to be seen in this game. They should have called it something more appropriate, like Air Fighting or Sky Shooting. Might not have the same ring, admittedly, but it's a lot more accurate.

▲ *Has anyone played Mario Kart? That's got nice Mode 7.*

So equestrian fans are going to be disappointed, this much we know. But what about blasting fans? Will they be kept happy? Well, the SNES hasn't really seen many titles of this ilk in recent months, so it's likely that anyone desperate enough for a helicopter-bound frenzy of doom-dealing may well start to get a bit excited anyway. They'll be running around the room pretending to be Stringfellow Hawke from Airwolf and putting an eyepatch on their dog to make it look like the agency boss from the same show. And we're not about to argue.



▲ *Hey mum, check out this new game I programmed, it's really neat. I'm just going to kill myself.*



TWO BIG CHOPPERS

Now you might be looking at this thinking 'Hmm, looks like a regular 3D flying shooting game to me. Lots of Mode 7 and that's all', but you'd be wrong. Because Air Cavalry features not one but TWO two-player modes. These put you and your friend in the same war-zone environments as the single-player option and allow you to either co-operate to banish evil from the world or conspire to blow each other to bits.The competitive two-player mode is definitely the best way to play, if you ask us.

ALTERNATIVE

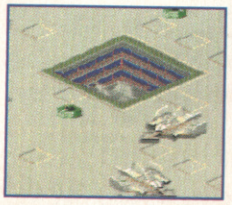
MEGA DRIVE

■ Urban Strike

■ EA/£44.99

The third instalment in Electronic Arts' hugely popular helicopter shoot-'em-up series. Not as good as Jungle Strike but still a damn good blast nonetheless.

■ ISSUE 156: 82%



VERDICT

SNES

Three years ago Air Cavalry might have aroused my curiosity slightly, but in these days of Tekkens and Daytonas a bit of jerky Mode 7 doesn't really doesn't cut the mustard I'm afraid. It'd be all right if there was any real playability to it, but there simply isn't. There's just a lot of seemingly aimless flying around and using the computer-targeted weapons to destroy unthreatening-looking tanks and trucks. Not something I can bring myself to recommend.

RAD AUTOMATIC

■ GRAPHICS	64
■ SOUND	49
■ PLAYABILITY	45
■ VALUE	49

OVERALL ■

47

● GAME BY GAMETEK ● CONTACT GAMETEK (01753 533445) FOR INFORMATION

RAVEN GAMES LONDON

VISA · SWITCH · Access

74 BROMLEY ROAD, BECKENHAM KENT BR3 2NP
TEL: 0181 663 6810 MAIL ORDER/ CREDIT CARD LINE: 0181 663 6822 FAX: 0181 663 0046

FIRST WITH THE LATEST RELEASES

OWN YOUR OWN ARCADE MACHINE
SUPER GUN DELUXE inc. 6 BUTTON PAD £149.99
AS SEEN ON ITV'S BAD INFLUENCE AND REVIEWED IN EDGE THREE
6 BUTTON CAPCOM STICK £49.99
6 BUTTON PAD £19.99
OTHER EXTRAS AVAILABLE - S.A.E. FOR FULL LIST
PCB VIDEO (VERSION II) -
SHOWS LOADS OF OLD CLASSICS .... £4.99 P&P £1.50

NEO GEO

NEO GEO CD JOYSTICK £49.99
NEO GEO CD (PAL OR SCART) INC. 2 PADS
+ GAME +2 VIDEOS £399.99
NEO GEO VIDEO - SHOWS EVERY GAME .... £4.99 P&P £1.50

SOFTWARE

STREET HOOP (CD) £49.99
SAMURAI SHODOWN II (CD) £59.99
TOP HUNTER (CD) £49.99
KING OF FIGHTERS 94 (CD) £54.99
SIDE KICK SOCCER II (CD) £44.99
FATAL FURY SPECIAL (CD) £44.99
SAMURAI SHODOWN (CD) £44.99
LAST RESORT (CD) £34.99
NAM 75 (CD) £29.99
BOWLING (CD) £29.99
ALPHA MISSION II (CD) £29.99
TOP PLAYERS GOLF (CD) £29.99
BASEBALL STARS II (CD) £34.99
KING OF THE MONSTERS II (CD) £34.99
BURNING FIGHT (CD) £29.99
WORLD HEROES JET (CD) £54.99
KARNOVS REVENGE (CD) £49.99
MUTATION NATION (CD) £49.99
2020 BASEBALL (CD) £49.99
VIEWPOINT (CD) £49.99
GHOST PILOTS (CD) £54.99
SENGEKO (CD) £54.99
WORLD HEROES (CD) £54.99
SOCCER BRAWL (CD) £54.99
SENGEKO II (CD) £54.99
POWER SPIKES II (CD) £54.99
SIDE KICKS III (CD) .... PLEASE RING
GALAXY FIGHT (CD) .... PLEASE RING
FATAL FURY III (CD) .... PLEASE RING

3DO

3DO GOLDSTAR USA NTSC inc.
2 Games/Photo CD/Scart Box + Fifa Soccer £449.99
Sampler Disc 3 (including Wing Commander III) £9.99
3DO USA NTSC inc.Game + Scart Box £449.99
Panasonic FZ-10 .... NOW AVAILABLE
Panasonic Joypad £39.99
6 Button Joypad £34.99
Stealth Joystick £54.99
Scart Box £64.99
Japanese Magazine £7.99
SNES Joypad Adaptors £29.99
3DO Game Secrets Book, 282 Pages, 28 game hints + Cheats £14.99
S.A.E. FOR FULL LIST
LATEST RELEASES
GEX £39.99
WICKED 18 GOLF £49.99
IMMERCENARY £44.99
SHOCKWAVE 2 .... £29.99
QUARANTINE £34.99
MYST - £49.99
FLASHBACK £39.99
RISE OF THE ROBOTS £49.99
HELL .... APRIL
WING COMMANDER III .... MAY
DAEDALUS .... MAY
FLYING NIGHTMARES .... PLEASE RING

SPECIAL OFFERS
MAD DOG McCREE £19.99
WHO SHOT JOHNNY ROCK £19.99
INCREDIBLE MACHINE £19.99
STELLAR 7 .... £19.99
SLAYER £29.99

PC Engine

100'S OF NEW PC ENGINE GAMES FROM £9.99
PC ENGINE FX £549.99
PC CORE GRAFX (SCART) INC. 2 GAMES £84.99
ACCESSORIES IN STOCK
JOYSTICKS * 5 PLAYER TAP * SYSTEM CARDS
JAPANESE MAGAZINES * TIPS BOOKS * CD ROM
ALL ACCESSORIES IN STOCK

SEGA 32X MEGADRIVE

HAVE YOUR MACHINE CONVERTED TO RUN EVERY GAME
50/60 HZ JAP TEXT /UK TEXT .... £25 P&P £6

SEGA SATURN

SEGA SATURN NTSC / SCART INC. VIRTUA FIGHTERS £499.99
SEGA SATURN JAPANESE MAGAZINE £9.99
JOYPADS/JOYSTICKS/STEERING WHEEL .... PLEASE RING
* SIDE POCKET * ULTIMATE PARODIUS *
* PEBBLE BEACH GOLF * DAYTONA * DEADALUS *
* SHIN SHINOBI * GRAN CHASER * ASTAL *

Nintendo /SNES

HAVE YOUR UK SNES CONVERTED TO 50/60HZ .... £35 P&P £6
RING FOR LATEST USA / JAPANESE RELEASES
S.A.E. FOR FULL LIST
2 WAY SCART SPLITTER BOX (INC LEADS) £19.99

SONY PLAYSTATION

SONY PLAYSTATION INC. RIDGE RACER £519.99
SCART CONVERSION / SCART LEADS AVAILABLE .... PLEASE RING
JOYPAD/ NAMCO PAD / MEMORY CARD .... PLEASE RING
JAPANESE MAGAZINES £9.99
* KILEAK THE BLOOD * GUNNERS HEAVEN * BOXERS ROAD *
* STAR BLADE * BOUNTY ARMS * KINGS FIELD * TEKKEN *

JAGUAR

JAGUAR VIDEO SHOWING 30 GAMES .... £4.99 P&P £1.50
UK / USA SCART MACHINE £199.99
JAGUAR CD .... PLEASE RING
SCART LEAD - £14.99* S/VHS VIDEO COMPOSITE LEAD £14.99
BUBSY £29.99*ZOOL II £29.99*CLUB DRIVE £34.99*
DRAGON £29.99

WE ALSO STOCK . LYNX ONLY £24.99
. F M TOWNS MARTY
GAME GEAR . NES .GAMEBOY . MASTERSYSTEM
PC CD ROM . JAPANESE MUSIC CDS . MANGA

WE STOCK A MASSIVE SELECTION OF SECOND HAND GAMES

OPENING HOURS MONDAY -SATURDAY 10AM -5.30PM WEDNESDAY 10AM - 1PM
P&P GAMES, MAGAZINES, PADS £1.50, WE ARE NOT JUST A MAIL ORDER COMPANY COME AND SEE US AT THE ABOVE ADDRESS AND SEE ALL THE ABOVE MACHINES ON DISPLAY. ***S.A.E. FOR FULL LIST. PLEASE MAKE CHEQUES PAYABLE TO: RAVEN GAMES ABOVE PRICES ARE MAIL ORDER ONLY. SHOP PRICES MAY VARY.NEXT DAY DELIVERY. TRADE ENQUIRIES WELCOME***

K.T. KONSOLS

Access · VISA

We are the largest
Game Exchange Service in Britain
At present we have the following games in stock:
Over 225 Mega Drive, Over 225 SNES,
Over 60 Neo Geo, Over 100 PC Engine
and also a variety of 3DO games. To find out what titles
we have in stock, please phone. Once you have
chosen your game, we'll reserve it for you
then all you have to do is send us your unwanted game
and we'll despatch your reserved game
immediately by First Class Recorded Delivery,
It couldn't be easier!

WE ALSO SELL SECOND HAND GAMES
AT VERY COMPETITIVE PRICES

The machines we cater for are SNES,
Megadrive, Neo Geo, Jaguar, 3DO and
PC Engine/Turbo Express.

NEW GAMES ALSO STOCKED

Please phone for latest information on
SEGA SATURN and SONY PLAYSTATION.

NEO GEO C.D. (Scart / Pal) - Two pads
+ Art Of Fighting - £395.00

All latest releases are in stock
Tel/Fax 0847 896949 - 3 Lines
26 Princes Street, Thurso, Caithness KW14 7BQ
Open 6 days a week, Mon-Sat 10.30 - 6pm
You've tried the rest now come to the best!

GAME SHACK

5 WOLVERHAMPTON ST. DUDLEY. WILD WEST MIDLANDS. DY1 1DA. 01384 242513

We want your games for cash or P/X
SNES.MEGADRIVE.NEO-GEO CART&CD.
3DO.PLAYSTATION.SATURN.GAMEBOY.
JAGUAR.PC HD&CD.IMPORT and U.K.

SNES	Buy	Sell
Aladdin	10	25
Animaniacs	10	25
Batman+Robin	13	30
Beauty+Beast	13	30
Bikermice	11	26
Blackhawk	12	27
Bomberman	08	20
Bomberman2	12	27
Bubsy	06	15
Cannon Fodder	15	34
Castlevania 4	06	15
Chaos Engine	10	25
Clayfighter	09	19
Desert Fighter	06	14
Donkey Kong	18	38
Earth Worm Jim	16	35
Excaliber 2097	08	19
Flashback	06	14
Ghoul Patrol	12	26
Goof Troop	07	17
Int Superstar Soc	15	30
Jurassic Park	06	15
Lemmings	06	14
Lion King	12	25
Lord of the Rings	15	31
Mario Kart	13	25
Mario Allstars	10	22
Mortal Kombat	08	15
Mortal Kombat2	18	40
Metroid	12	25
NBA Jam TE	20	45
NBA Jam	13	25
Pagemaster	15	28
Plok	06	14
Powerrangers	15	32
R-Type 3	07	16
Samurai Show.	12	26
Slammasters	12	26
Streetracer	15	32
Super SF	22	44
Syndicate	15	32
Tiny Toons	06	14
Vortex	10	20
Fifa Soccer	12	25
WWF Raw	20	42
Zombies	09	22

MEGA	Buy	Sell
Aladdin	10	25
Alien 3	06	15
Agassi Tennis	05	14
Animaniacs	11	26
Ballz	05	10
Barkley S.U.A.Jam	07	15
Barts Nightmare	04	10
Batman	04	10
BOB	05	10
Bodycount	09	20
Boogerman	14	26
Cannon Fodder	16	29
Castle of Illusion	06	15
Desert Strike	09	20
Dragon	08	18
Dr. Robotnic MBM.	06	17
Dune 2	12	25
Earth Worm Jim	14	30
Ecco	07	16
Ecco 2 Tides of T.	11	24
Fifa Soccer	10	20
Fifa 95	15	25
Gauntlet 4	07	15
Jungle Book	11	25
Lion King	11	24
Lost Vikings	07	17
Mortal Kombat	07	15
Mortal Kombat 2	19	35
Mickey Mania	12	26
NBA Jam T.E.	19	38
NBA Jam	12	25
Pagemaster	12	25
Powerrangers	14	28
PGA Golf	06	15
PGA 3	09	20
PGA 2	07	17
PGA European T.	08	17
Pitfall	11	25
Rise of the Robots	10	20
Rystar	15	25
Robocop v Term.	06	15
Sensible Soccer	12	20
Shining force 2	12	25
Urban Strike	10	20
Virtua Racing	18	38
WWF Raw	15	30

JAGUAR	Buy	Sell
Cybermorph	03	15
Alien v Predator	15	35
Checkered Flag	09	25
Cannon Fodder	14	30
Tempest 2000	10	23
Wolfenstein	10	25
Doom	15	35
Trevor Mcfluff	05	15
Raiden	05	15
Dino Dudes	05	15
Bubsy	09	20
Zool	12	25
Val'd'saire	12	25
Kasumi Ninja	12	25
Dragon	12	25
Club Drive	07	15

3DO	Buy	Sell
Alone in the Dark	10	20
Burning Soldier	10	20
Corpse Killer	15	32
Demolition Man	09	25
Dragons Liar	08	18
Monster Manor	09	19
Fifa Soccer	12	25
Griders	07	17
Incredible Mach.	07	16
Iron Angel	12	25
J.M. Football	08	20
Jurrassic Park	05	15
Mega Race	05	15
Need for Speed	18	30
Night Trap	08	18
Off world Inter.	08	20
Paatank	05	15
Pebble Beach	07	15
Powers Kingdom	07	15
Rebel Assault	12	26
Road Rash	12	26
Samurai Show.	15	30
Shockwave	07	17
Shock 2 Jumpgate	06	14
Streetfighter	18	40
The Horde	10	22
Virtuoso	07	17

How to Buy

On a full size piece of paper write your name, address and phone number and list the games you want. Calculate the total including the post and packing (£1.50 for the first game and 50p for each additional. Allow 14 days for personal cheques to clear. Credit card details and postal orders are processed the same day. Please include alternative titles for faster despatch.

How to Sell

On a full size piece of paper list the games you want to sell and the buyback prices from this ad.Include you name and address and phone number. If you want to use the credit to purchase other titles, please include your preferances on a seperate sheet and add £3 to the buyback value. Pack your games and send them recorded delivery or via Parcelline to the above address, your cheque will be sent within 3-10 working days.

ALL PRICES HERE ARE MAILORDER ONLY. SHOP PRICES WILL VARY. PLEASE TELEPHONE FOR DETAILS !!

IF YOU CANNOT SEE THE GAMES THAT YOU WANT TO BUY / SELL HERE PLEASE CALL. WE HAVE GOT HUNDREDS OF NEW AND USED TITLES IN STOCK THESE ARE JUST A FEW.

All used titles must include box, instructions, and any hint books or maps that were included with the game. We will deduct £1.50 for each SNES cart. without a cardboard insert and £3 for broken CD cases. Cartridges without a box or instructions will be returned at your expense (£3 min). Cartridges not in resalable condition, or with evidence of rental stickers will be returned at your expense. All used cartridges have a 90 day warranty and are subject to availability. We reserve the right to refuse any sale or purchase. Allow upto 40 days for all orders to be delivered (although this will be only in extreme cases, normally orders are shipped within 7 days.) No refunds will be given unless the cartridge is found to be faulty. Please give at least 2 other choices of game so we can speed your order thru'. The game Shack reserve the right to change prices without notice and all cartridges are subject to availability. All credit card transactions are subject to 5% surcharge except on orders over £75.

GAME GEAR

■ Racing ■ Codemasters
■ £29.99 ■ May Release
■ PC version planned
■ Mega Drive version available

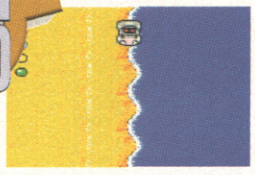
micro machines 2

CVG GOLD

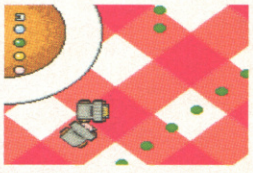
As machines go, it must be said that these are indeed quite tiny. Much like the Game Gear itself, in fact.

Most cars, let's face it, look and perform the same. A box with a wheel at each corner which travels at about three miles an hour in traffic. If only real cars were like Micro Machines and you had a choice of driving a buggy, or a dump truck, or a drag car or anything you wanted and you could still drive it on the roads. Life would be a lot more interesting. You'd never know which cars were going to career into each other and knock you down next.

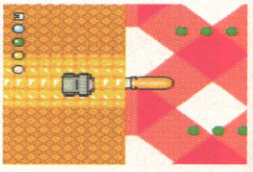
But life, sadly, is not like that. You can, however, increase your chances of being hit by any kind of car by playing Micro Machines 2 on your Game Gear while traversing the pavements. Because this is, it must be said, one of the most gripping and absorbing games ever written. The combination of simplistic controls and convoluted courses make Micro Machines 2 easy to get into but very hard to finish. And beyond the completion of the main one-player challenge lies the Zen mastery of the game required for the inevitable two-player tournaments. Believe us, this racing around in circles might seem very easy to start with, but there are more nuances and shades to playing Micro Machines than there are to playing the violin (nearly). Oh, just buy it and find out for yourself.



▲ Look at that – just like a real beach!

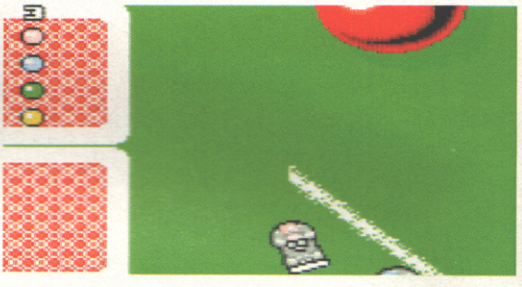


▲ We'd forgive you for thinking this is a dinner table.



▲ That's the most realistic corn I've seen in a game.

▲ Balls. Hahahahahaha.



▲ Playing cards. Hohohohohohohoho. Playing cards.

ALTERNATIVE

AMIGA

■ Super Skidmarks
■ Acid Software/£25

Multiplayer cute-car racing comes to Amiga. If you link up two machines you can actually race up to eight players, and the cars vary from diddy little Porsches to mad cows on coasters. Yes cows.

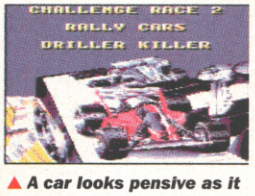
■ ISSUE 162 90%

▲ I've got a tape like that.

TWO CAN TANGO

One of the most annoying things about the Game Gear is that you have to buy two copies of everything to play two-player games (if you know someone else with a Game Gear in the first place). But you can put a stop to those costing duality blues with Micro Machines 2. That's because it features a two-player mode ON ONE AMAZING GAME GEAR! Both cars in each race accelerate constantly, and one player uses the joypad to rotate the front bonnet left and right while his (or her, 90s types) counterpart uses the buttons on the other side of the screen to perform the same task. It's not perfect, and you're still better off getting a link-up and a second cart, but it works well enough.

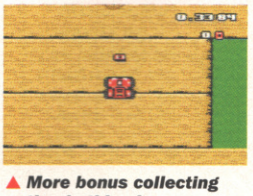
▲ All action here as the drivers jockey for position.



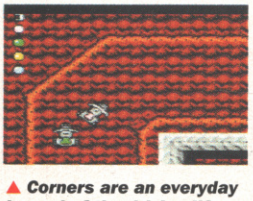
▲ A car looks pensive as it prepares to race.

▲ Falling off stuff costs you valuable time.

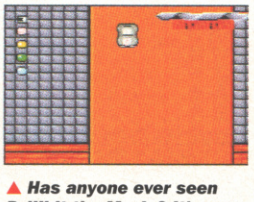
▲ Collect enough Mini Micros here for an extra life.



▲ More bonus collecting action in this pic.



▲ Corners are an everyday hazard of the driving life.



▲ Has anyone ever seen Drillbit the Movie? It's ace.

▲ Race like the wind, oh tiny automobiles!

▲ This game is totally and utterly aceness.

VERDICT

GAME GEAR

I'll probably name my kids after Micro Machines, such is my devotion to the game. But I'm not going to let that cloud my judgment, though, I don't need to as Micro Machines 2 on Game Gear is real smart. True, it's not the full Mega Drive version, but there's enough packed in here to make this the best portable game around. It's recommended you set yourself up with a second player, however, as this is where the title comes into its own. If you're after new Game Gear software, this is your man.

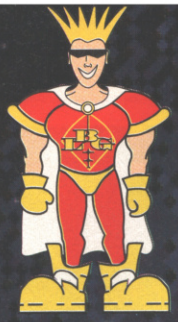
RAD AUTOMATIC

■ GRAPHICS	80
■ SOUND	78
■ PLAYABILITY	96
■ VALUE	95

OVERALL ■

96

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (01926 814132) FOR INFORMATION



Local Buyers Guide

WILD CONSOLES

Specialists in S.N.E.S. & Megadrive Backup Devices
1 Ribble Crescent, Bletchley, Milton Keynes, MK3 7QF
Fax: 01908 379049 Mobile: 0850 994372

Next Day Delivery Guaranteed

Wild Consoles
Specialist Importers

U.S.A. Goldstar 3DO Machine
1 Joypad
110v Stepdown Transformer
1 Kodak Photo CD
3 Games of Your Choice

Only £399.

Sony Playstation	£CALL	Sega Saturn	£CALL
Tekken	£75	Daytona	£70
Sidepocket Pool	£70	Victory Goal	£40
Cybercled	£60	Clockwork Knight	£45

Call For Latest Releases.

3DO Games, Best Prices Guaranteed.
Corpse Killer. Roadrash. SSFIIX. Starblade. Total Eclipse. Rebel Assault. Theme Park. Shadow. Samurai Shodown. SGX Fifa Soccer. Shockwave. Gex. Myst. Power Kingdom. Mad Dog II. Supreme Warrior + Many More
Goldstar 3DO Joypad £30. 2 x Infrared Joypads £40. NTSC to Pal 3DO Box £60

TEL: 01908 640162 S.W.C.D.X32 £CALL TEL: 0850 994372
FAX: 01908 379049 TEL: 01908 379 049

MILTON KEYNES

TORC

▶ 3DO ▶ AMIGA ▶ ATARI ▶▶ CD32 ◀
▶ NINTENDO ▶ SATURN ▶▶ SEGA ◀
▶ SONY PSX ▶ SOFTWARE EXCHANGE ◀

9 Wilton Parade, High Street, Feltham, Middx. TW13 4BU
☎0181 893 2100 844 2575 FAX 0181 844 1944

MIDDLESEX

VIDEO GAME CENTRE

WE STOCK :- SATURN, PLAYSTATION, 3DO, 32X, JAGUAR, SNES, MEGADRIVE, S. FAMICOM, GAMEBOY, LYNX, GAMEGEAR, NEO GEO CD

3DO		PLAYSTATION		SATURN	
GEX (SPECIAL PRICE)	£34.99	TEKKEN	£89.99	DAYTONA USA	£69.99
WING COMMANDER	CALL	STARBLADE	£89.99	PANZER DRAGON	£69.99
QUARANTINE	£29.99	PARODIUS	£59.99	DEADALUS	£69.99
MYST	£49.99	CYBERSLED	£59.99	SIDE POCKET 2	£69.99
RETURN FIRE	£39.99	RIDGE RACER	£69.99	VICTORY GOAL	£69.99
FLASHBACK	£34.99	TOSHINDEN	£69.99	CLOCKWORK KNIGHT	£59.99
SOCCER KID	£19.99	SONY JOYPAD	£49.99	SEGA JOYPADS	£49.99
DEMOLITION MAN	£29.99	MEMORY CARDS	£34.99	SEGA SCART LEAD	£19.99
MEGADRIVE		SUPER NES		MEGA CD (USA)	
ROAD RASH 3	£39.99	KIRBY'S AVALANCHE	£49.99	SHINING FORCE CD	£49.99
STORY OF THOR	£49.99	KIRBY'S DREAMCOURSE	£49.99	POPFULL MAIL	£49.99
SOLEIL	£44.99	STAR TREK	£39.99	FARENHEIT (32X)	£59.99
P.G.A. EUROPEAN	£29.99	OGRE BATTLE	CALL	DUNGEON EXPLORER	£49.99
MICKEY MANIA	£29.99	BREATH OF FIRE	£49.99	LORD OF THUNDER	£49.99
URBAN STRIKE	£29.99	ILLUSIONS OF GAIA	£59.99	PRO CDX ADAPTORS	£39.99

PLEASE PHONE FOR OTHER TITLES OLD & NEW RELEASES
1ST CLASS POST - FREE! 888 WIMBORNE ROAD, BOURNEMOUTH BH9 2DR
TEL/FAX: (01202) 527314

DORSET

Colin Dimond Consoles

The man who put the "concept" into consoles. Suppliers of imported consoles and games.

16, The iron Market, Newcastle, Staffs ST5 1RF

- SEGA SATURN + VIRTUA FIGHTING, GALE RACER.
- SONY PLAYSTATION + RIDGE RACER, ULTIMATE PARADIUS
- PANASONIC 3DO + DEMOLITION MAN, REBEL ASSAULT
- NEO GEO CD + ART OF FIGHTING, KING OF FIGHTERS
- ATARI JAGUAR + DOOM, KASUMI NINJA
- PC ENGINE OVER 250 HUCARDS + CDs

S.A.E. FOR FULL LIST.

- SUPER NINTENDO + MEGA DRIVE GAMES
- ATARI LYNX MK II £29.00

PLEASE CALL 0782 717783

STAFFORDSHIRE

GAMES FX

45 - 47 HIGH ST, BLOXWICH, WALSALL.
(0922) 473 512 10.00 am - 8.00 pm

LATEST TITLES AVAILABLE — SECOND HAND GAMES AVAILABLE

SNES		MEGADRIVE	
Pitfall	£29.99	Bubsy II	£24.99
Mickey Mania	£29.99	Dragon	£29.99
Vortex	£29.99	Eternal Champs	£24.99
Double D Vs Battletoad	£24.99	Global Gladiators	£14.99
Return of Jedi	£44.99	Lotus Challenge	£14.99
Battletank II	£24.99	FIFA '95	£39.99
Turn'n'Burn	£24.99	Radical Rex	£24.99
Claymates	£29.99	Second Samurai	£24.99
Sensible Soccer	£24.99	Yogi Bear	£29.99
Soccer Kid	£24.99	Combat Cars	£14.99
World Cup Striker	£29.99	Skitchin	£14.99
Choplifter III	£24.99	Sonic Spinball	£24.99
D.K. Country	£54.99	Jimmy White's Snooker	£29.99

3DO	
Super SF II Turbo	£54.99
Road Rash	£39.99
Need 4 Speed	£39.99
Samurai Showdown	£39.99

OTHER USED AVAILABLE

SNES Joypads £12.99
MD Joypads (6 button) £12.99

SNES + GAME £55.00
MEGADRIVE + GAME £55.00
MAIL ORDER AVAILABLE

3DO SYSTEM + GAME £394.99

USED SNES GAMES FROM £10.00 U.K. & U.S.
USED MEGADRIVE GAMES FROM £10.00

COMING SOON WHEN RELEASED ON ENGLISH FORMAT:
SEGA SATURN
SONY PLAYSTATION
ULTRA 64
NINTENDO VR32

SEGA 32X NEW! £169.00

GAMES THAT ARE NOT LISTED ON THIS AD, MAY BE IN STOCK. PLEASE RING FOR DETAILS

WEST MIDLANDS

01332 291219 COMPUTER WORKSHOP 01332 291219

CHEAP SET PRICE REPAIRS. QUICK AND EFFICIENT SERVICE.

SUPER NINTENDO REPAIRS	-	£19.99	WE ALSO BUY AND SELL AMIGA, SUPER NINTENDO, SEGA MEGADRIVE HARDWARE AND SOFTWARE / PARTS AND SPARES. PLEASE CALL FOR PRICES.
SEGA MEGADRIVE REPAIRS	-	£19.99	
AMIGA 500 REPAIRS	-	£34.99	
AMIGA 600/1200 REPAIRS	-	£39.99	
AMIGA 500 MODULATOR REPAIR/EXCHANGE	-	£12.99	
AMIGA 500 INTERNAL/EXTERNAL DRIVE REPAIR	-	£22.99	
AMIGA 600/1200 DRIVE REPAIR	-	£27.99	

LET OUR ENGINEERS GIVE YOUR MACHINE AN OVERALL SERVICE AND CLEAN - UP. AMIGA 500/600/1200 SERVICE - £19.99. SUPER NINTENDO + MEGADRIVE SERVICE - £12.99 FREE GAME WITH EVERY AMIGA REPAIR AND SERVICE. SERVICES MAY INCLUDE SMALL REPAIRS AT NO EXTRA COST. ALL PRICES INCLUDE V.A.T. AND POSTAGE AND PACKING. ALL REPAIRS CARRY A 90 DAY WARRANTY. PLEASE MAKE CHEQUES, AND POSTAL ORDERS PAYABLE TO 'COMPUTER WORKSHOP'. ACCESS / VISA WELCOME.

01332 291219 COMPUTER WORKSHOP, 8E ROWAN COURT FRIARGATE, DERBY, DE1 1BU. 01332 291219

DERBYSHIRE

CONSOLE CITY

SUPPLIERS OF
Sega Saturn, Sega 32X, 3DO, Sony Playstation, Jaguar, Nintendo, PC, CD Rom, Amiga

WE BUY, SELL & 'PX' ALL GOODS
CALL NOW FOR CHEAPEST PRICES
104B Wolverhampton Road, Stafford, ST17 4AH
Tel/Fax: 01785 56202

WEST MIDLANDS

GAMES U·S·A·

TELEPHONE: 01708 473113

3DO ● SEGA ● NINTENDO ● JAGUAR ● CD-i

SATURN:		PLAYSTATION:		3DO:	
CONSOLE	£500.00	CONSOLE	£500.00	CONSOLE FZ-10	£385.00
MEMORY CARD	£60.00	MEMORY CARD	£35.00	STAR TREK	TBA
DAYTONA	£65.00	CYBERSLED	£68.00	FLYING NIGHTMARE	£49.99
PEBBLE BEACH	£65.00	TOOSHINDEN	£68.00	CANNON FODDER	£49.99
VICTORY GOAL	£65.00	RIDGE RACER	£68.00		

SNES ADAPTORS £29.99

PRICES & RELEASE DATES ARE SUBJECT TO CHANGE
GAMES USA, 143 HIGH STREET, HORNCHURCH, ESSEX RM11 3YD
FAX :01708 473113 COMPUSERVE: 100350.3221
INTERNET: 100350.3221@COMPUSERVE.COM

ESSEX

SNES

■ Platform ■ Capcom
■ £50.00 ■ Out Now (import)
■ No other versions available
■ No other versions planned

Megaman saves the world again. After he's drawn his pension, I mean he is getting on a bit now you know.

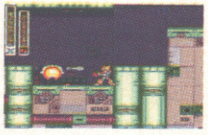
The games industry is in crisis. But it's not escalating cart prices, format saturation or the mysterious disappearance of Tails the Fox that's causing the trouble. It's game designers, not foreseeing the popularity and longevity of the scene, have peaked too early, bottoming out of ideas. Every software house has run dry of new ways to title sequels. Turbo, Jet, Super, X, 0, even trusty old numerals, each of these rich sources has been mined to its full potential and exhausted.

Even now, in a time of Super Turbo Editions and X2s, top scientists are working to develop new ways to distinguish the titles of sequels from one another. Use of fruit, runes and endangered species have been discussed, but for now follow-up monickers will continue to become more cumbersome and ridiculous until the year 2000.

Which is Dr Wily's latest evil plan, and the only man who can save our sanity is our hero, Megaman. As player, your job is to guide Megaman against Wily and his subordinates, smiting their plot once and for all. Obviously there's a great platform jungle filled with enemy robots between you and each boss, with the theme of the level decided by the special powers of the foe waiting at the end. Luckily Megaman is able to leap, dash, scale walls and shoot things – all skills you'll have to master before finishing a level.

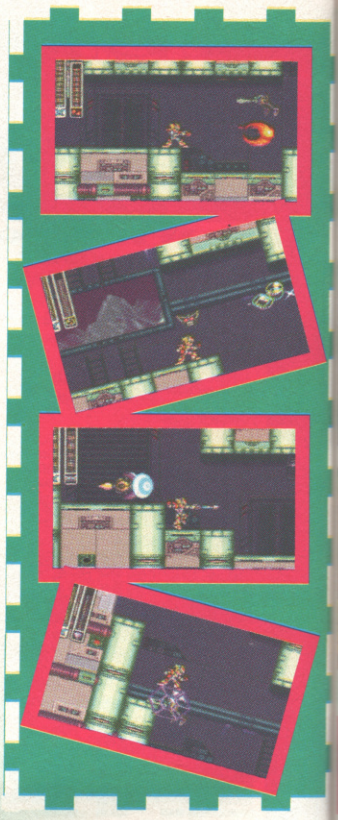
▲ As usual, you can pick which stage you try, but the set order is always easiest.

▲ Megaman is about to become Deadman.



▲ Check out that groovy new costume.

▲ Things are looking somewhat tense here.



▲ A super

▲ Use the

megar

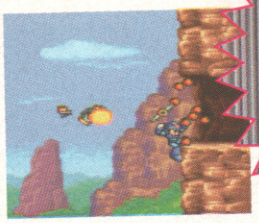
▲ Megaman feels the might of the mysterious Electro-Boy.

COME
Every ti
obvious
these p
include
the Bub
huge wa
shocks.
hard to

© CAPC 94 ALL RIG

● GAME BY CAPCOM ● CONTACT THE COMPUTER EXCHANGE (0171-636 2666) FOR INFORMATION

▲ A super plasma bolt.



▲ A big jump.

SECOND OPINION

Frankly, I'm starting to get a bit fed up with the millions of platform games launched in the wake of Donkey Kong Country. Sure, most of them are great, but there are already loads of great SNES platformers, and these new additions just seem to be cluttering up the selection. Still, if you're in the market for this sort of thing you can't knock Megaman X2. Slick, professional and highly enjoyable. Again.

GARY LORD

▲ Use the jump button repeatedly to climb walls.

IN BITS A PORTER

Only the sartorially redundant couldn't notice that Megaman, intergalactic hero though he is, has been wearing the same costume for some years now – and it's starting to look badly out of date. But don't worry, for top designers have slaved night and day to create a new catwalk vision for Megaman, if he can find it. See, it's split into a number of pieces and secreted in certain levels of the game. If you can collect all the bits, Megaman is endowed with amazing extra powers of speed, as well as having even better attacking capabilities. And a nice new hat.

man X2

COME ON YOU ARSENAL

Every time Megaman defeats a boss he's able to sequester their personal special weapon. Aside from the obvious satisfaction gleaned from controlling a mega item which was previously being turned against you, these power-ups are seriously ace and normally help with the quashing of the next boss up. Highlights include the Crystal, which encases enemies in giant frozen blocks which Megaman can use as platforms, the Bubble Gun which fires a stream of floating translucent bomb bubbles and the Burner, which blasts a huge wave of flame at the almost unfortunate wrongdoer, followed by several ground-hugging fiery after-shocks. Perhaps unsurprisingly this last goodie is held by the final boss before Wily himself, and is very hard to get hold of indeed.

VERDICT

SNES

The SNES has recently seen a return to the old traditions of platform/blasting action last seen when the machine was still new to these shores. While that's no bad thing, it means that some, however good, are destined to be left on the shelves. Megaman X2 could be one of those titles. While it's playable and tough it just doesn't exhibit the originality or variety of titles such as Hagane. If you're a follower of the series doubtless you'll want to add this to your collection, but otherwise you'd better shop around.

RAD AUTOMATIC

ALTERNATIVE

SNES

- Hagane
- Virgin

Graphically this may not look like a ground-breaking game, but it has all the hallmarks of a great Nintendo title: non-stop action and a difficulty level that is T.O.U.G.H.

- **ISSUE 162: 91%**

- GRAPHICS 88
- SOUND 86
- PLAYABILITY 84
- VALUE 89

OVERALL

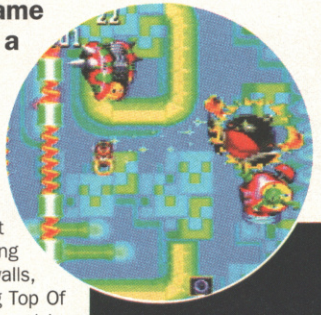
87

32X

■ Platform ■ Sega
■ £Unconfirmed ■ Out June
■ No other versions available
■ No other version planned

chaotix

Hooray! It's a new Sonic game for the 32X! Hold on, if it's a Sonic game, shouldn't there be a hedgehog in it somewhere?



It is a nightmare most pop stars face. Imagine the scene, you're the latest chart sensation, with your face leering out from countless teeny's bedroom walls, and your precise dance routines gracing Top Of The Pops and the Chart Show (sponsored by Twix) every week. However, while out touring and dancing to backing tapes in small halls, your support act have a hit with 'Boys and Girls' and 'Park Life', and suddenly you're out on your ear, your second album fails, and you have to join Worlds Apart. Oh, the ignobility of it all...

And this is just what has happened to Sonic. There he was: Sega's most famous game icon, star of three huge-selling platformers, a pinball game and pants and vests, when all of a sudden a pink pretender gets equal billing on the world's first plug-thru cart. Then, as Sega 'rest' their spiky blue mate, Knuckles steps in through the back door to star in what is still billed as 'The First Sonic Game For The 32X'. Weird.

Still, whilst Chaotix retains the pastel look of its Sonic-starring predecessors, and contains Badniks to kill and rings to collect, this is different from the usual loop-the-loop fare we have grown up with. Chaotix offers the player a very different control system which adds a new selection of (very marketable) mates for Knuckles to drag across the platform-laden play area. As they get to grips with an inertia-based system the pair, linked by chains and spinning around, try to get to the upper stages. In fact, this is such a large departure from the usual Sonic fare, perhaps Sega are using Knuckles as the risk-taker so save their blue mate's face if the game flops. No, surely not...

THE FAB FIVE

Forget Mark, Robbie, the fat one, and the other two: there's a new 'Fab Five' in town! Knuckles has brought four new mates into his 32-bit adventure...

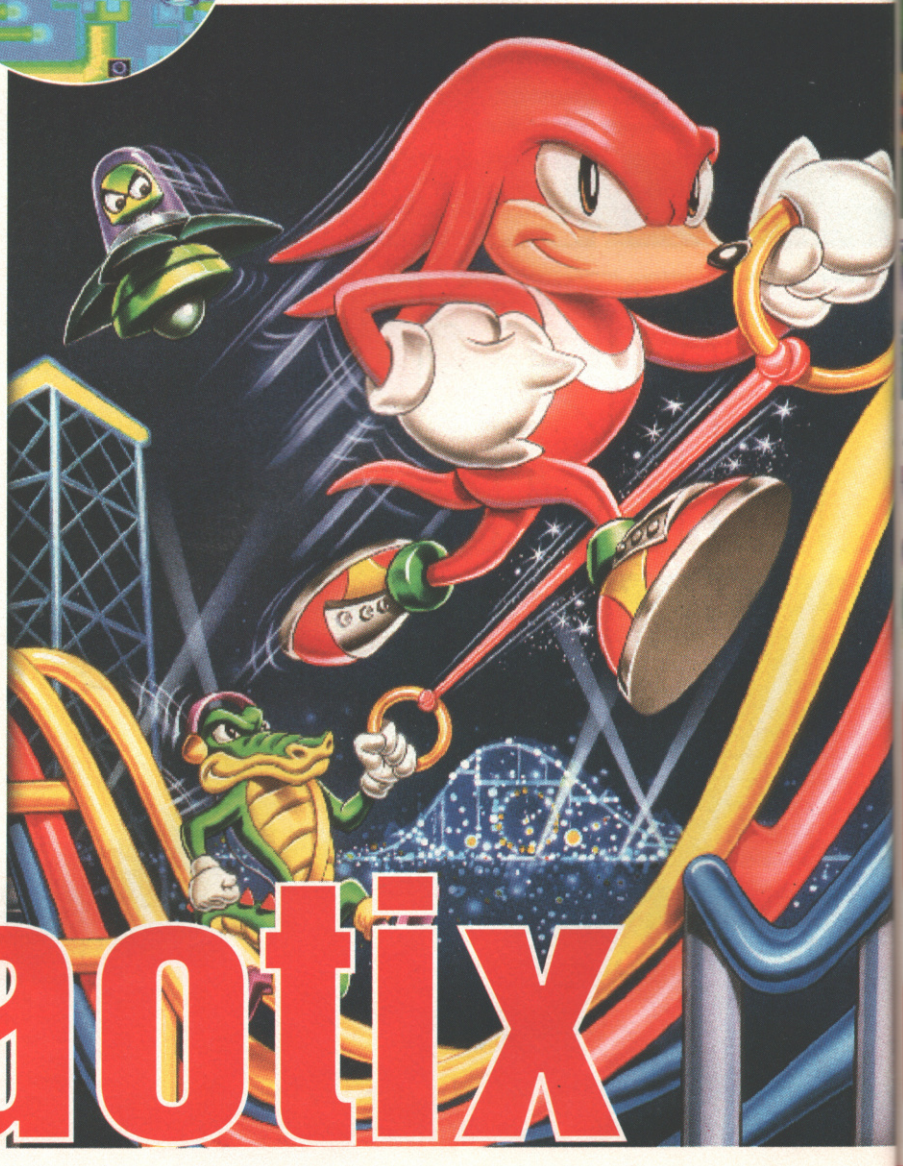
KNUCKLES: he seems to have forgotten his past as a Sonic bad guy, and has inherited some of his blue rival's skills too. His spinning attack is devastating, and he is also rather adept at climbing walls and gliding across huge chasms.

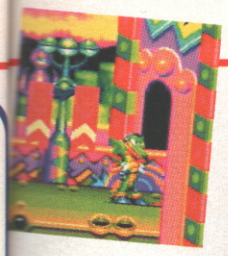
CHARMY BEE: the only character who can fly (useful for lifting heavy characters out of danger).

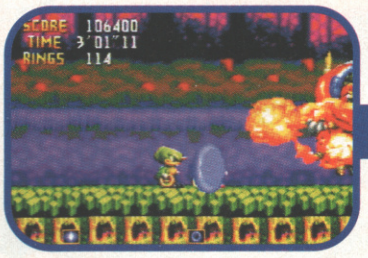
VECTOR: a crocodile-like thing yet to evolve into a handbag. Extremely fast, and also equipped with a spin attack.

MIGHTY: a dull armadillo with the same-ish moves as Knuckles. What did you expect from an animal with no redeeming factors in real life.

ESPIO: A chameleon with a spin power which sends him into the air, well above the ability of his mates. He can also run up walls.







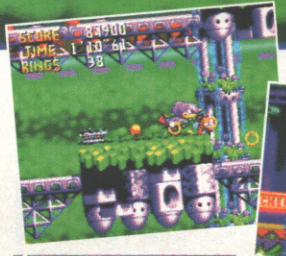
BOSS-TON STRANGLER

Although Sonic is conspicuous by his absence, Ivo Robotnik is back as a big, bad boss. Ivo is at the end of each stage in a variety of clunky machines, and the usual procedure of bumping him on the head until he gives up follows. Except for some reason, he seems real easy to defeat here...

LEVEL WITH US

The in-game levels are sprawling affairs, with five worlds split into five sub-levels (preceded by a smaller stage). The levels are based on a mix of technologically advanced stages, gaudy cityscapes and forestlands, with Knuckles and co whizzing past caterpillars fountains, conveyor belts etc. The levels include Botanical Base, Amazing Arena (inside a huge clock), and the watery Marina Madness – and for variety, the levels switch between day and night for extra graphical touches.

▼ *Fame! I'm gonna live forever! Remember!*



▲ *It's like that new peanut butter advert.*

▲ *The 3D falling sub-game — mind the exits.*

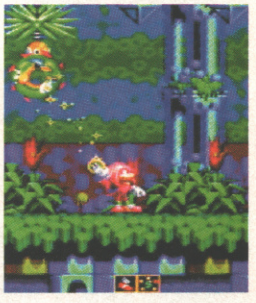
▲ *Robotnik in ghostly apparition scandal.*

Kunckles in dopple-ganger shocker. Read all about it... ▶

▲ *Look! The biggest ring this side of Christopher Biggins.*

RIP CORD

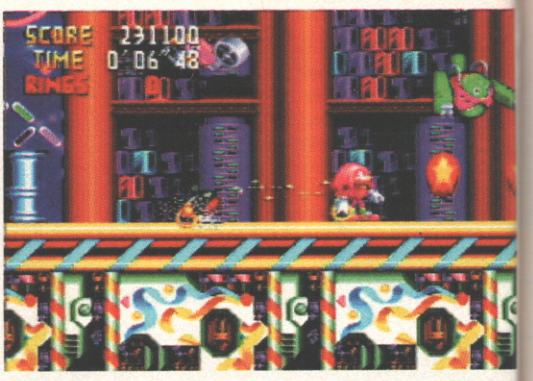
If you think you're a dab hand with Sonic spin attacks, you'll have probs here. Whilst the same moves apply, Knuckles is attached to his partner by two rings and a chain. The player can switch between the two, choosing which character will lead the other. However, the ring slows the characters down as the other acts as a dead weight, but by spinning or throwing your partner, extra speed can be gained.



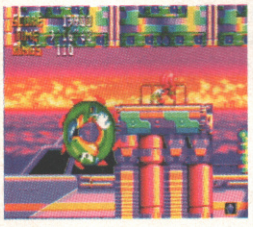
▲ *"Quick! Baddies! Pretend to be a balloon..."*

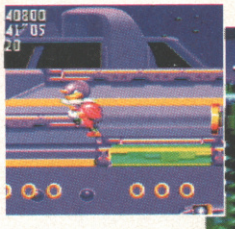
IN-BETWEEN DAYS

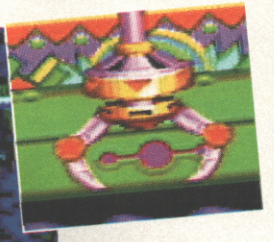
Chaotix has two subgames. The first sees you falling into a bottomless pit with loads of marked squares rushing towards you. These contain bonuses and include rings and extra lives, but as you fall further into the gloom, a number of exit blocks appear. Contact with these ends your bonus grabbing. The second stage resembles the ball-collecting game in S&K. The player goes into a 3D tunnel and as the sprite legs it along the tunnel, blue spheres appear for collection and huge bonuses; watch out for mines and holes in the floor though!



▲ *Imagine the embarrassment: chained to the same bloke for ages, and he goes completely doo-lally. Oh, the shame.*







▲ *You know: the peanut butter ad with the crane in. And the laughing sailor doll.*

ICON DO THAT

Yes, it's a crap heading, but at least it indicates the following box tells you what goodies Knuckles, Charmy and co can add to their collection:

SMALL: shrinks your character, making them virtually useless.

LARGE: hmm, I wonder what this does. Apart from show off the 32X's sprite handling rather well. It makes the larger sprite jump higher, too.

SWAP: switches control of the two sprites.

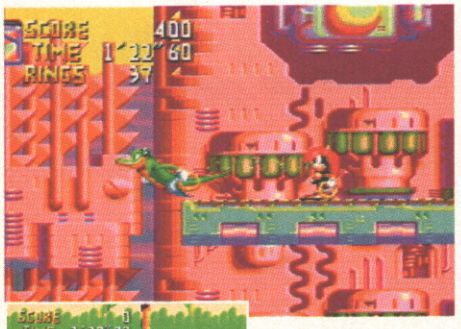
SHIELD: nope, you've got me there. Temporary invulnerability, perchance?

SLOW: only found in the falling block sub-game where it stilts your descent.

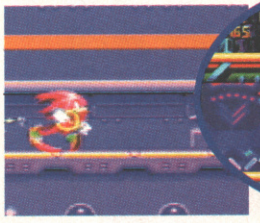
REPLACE: replaces your character with the one on the monitor.

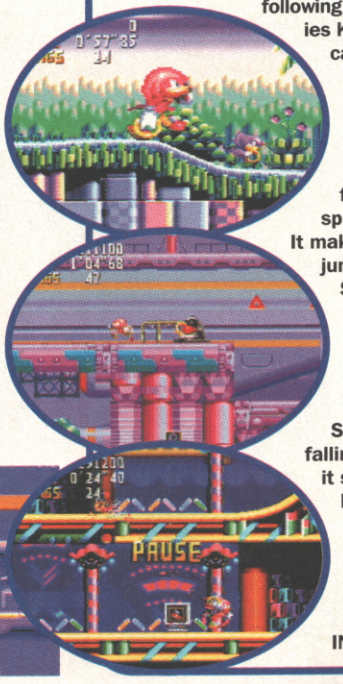
GRAB: Another sub-game icon, makes grabbing goodies easier.

INVINCIBILITY: I wonder?



A sequence of Robotnik doing his dastardly deeds. ▼





ALTERNATIVE

MEGA DRIVE

■ Sonic 3

■ Sega/£49.99

Well you can take your pick, really. The Sonic platformers are much of a muchness really, but the younger chaps may prefer the control method adopted in the older games.

■ ISSUE148: 94%

VERDICT

32X

Chaotix shows what the 32X can do: loads of sprite expansion, stunning sub-games and pastel shades, but the gameplay is lacking. Once you've got to grips with the control system you realise that the Badnik quota is low, and after a few worlds I was desperate for something to try my new-found skills on! This means that most of the levels are sailed through, and this easy trait continues to the Robotnik bosses. A classic example of a 'British Rail Pie' game: all puffy crust and sod all inside.

STEVE MERRET

■ GRAPHICS	92
■ SOUND	91
■ PLAYABILITY	80
■ VALUE	70

OVERALL ■

75

MEGA DRIVE

■ Sports sim ■ Mega Drive
■ £39.99 ■ Codemasters
■ Official Release 12 May
■ Available on Mega Drive
■ No other versions planned

brian lara cricket

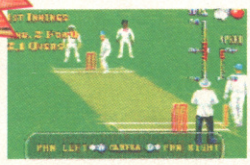
Ian Botham, Robin Smith and even Graham Gooch have been caught by a googley when it comes to cricket sims. So what about Mr High Score himself, Brian Lara?

There's nowt like it, the breeze, the sun beating on your brow, the crack of leather on willow and a bar that's open all afternoon... that's cricket. Well, it would be if the weather ever knew what it was doing for more than half-an-hour and you didn't end up half-soaked. But, there's a light meter at the end of lunch thanks to Codemasters' Brian Lara Cricket.

Mr Lara has become something of a phenomenon in the cricket world, and subsequently has been immortalised for eternity in videogame land. Using all the top teams, BLC allows you to recreate any one of the many England defeats suffered at the hands of the world's cricketing nations. To make proceedings realistic all the players' names are accurate, with the English names getting crap scores to match their crap world rankings. You can also dress them up in those Kerry Packer marmalade coloured outfits and even change the angle of play to see the collapse from a different viewpoint. It's also a pleasant surprise to see the West Indies resembling West Indians rather than anaemic albinos.

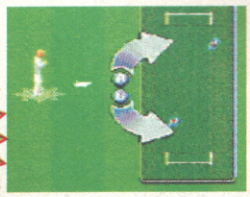
Ultimately, cricket sims are never going to set the gaming world on fire because in an attempt to be realistic they become like real cricket, large periods of tedium interspersed with a moment of high drama. The gaming paradox being, the more realistic you make them, the duller they become.

▲ *Activating the kit change allows you to play cricket disguised as a satsuma.*



▲▼ *Viewing from one of the angles can make life even more miserable for the batting side.*

▲ *A wide? Or a flasher without his mac?*



▲ *Use A or B to throw the ball back to either stumps.*

▲ *It's his game and if I don't pick him he'll take his bat home.*

OVER AND OUT WITH GEOFFREY BOYCOTT FEATURING THE COMMENTARY OF SIR GEOFFREY OF BOYCOTT:

"You've to keep a straight bat against the Windies. Sensible, safe, boring cricket what like I played. Four hours batting without a single run, the young batsmen today.

"Now 'ere comes Windy Winston Benjamin chargin' in... And the batsman's legs are all off line. He'll pay with 'is wicket for this.

"Oh, and that's the price you pay. Modern crickeet, rubbish...

"When I were a lad in Yorkshire we 'ad no bat, no ball and no bloody bran fibre, by t' way I hate women an all!"

ALTERNATIVE

AMIGA

■ Graham Gooch
■ Amiga Audiogenic
£29.99

Basically the same title with nobs and nice bits on. But those nobs do make a difference. Like comparing England to the West Indies – no competition!

■ NOT REVIEWED

VERDICT

MEGA DRIVE

This title has reared its head before on the Amiga as the pretty average Graham Gooch's Cricket. Admittedly the game engine has come a long way since and the refinements added for the Mega Drive are for the better. Also, apart from the paralytic behaviour of the fielders, the control system is easier to master than its predecessor, making strokes easier to play and bowling less arduous. Good fun in two-player mode with your mates and definitely the best effort yet on a tricky medium.

SIMON CLAYS

■ GRAPHICS	77
■ SOUND	75
■ PLAYABILITY	79
■ VALUE	70

OVERALL ■

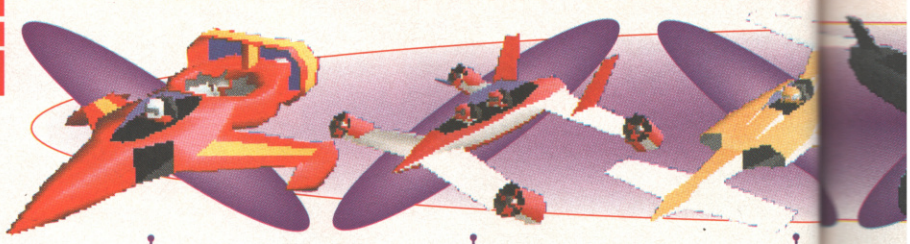
77

● GAME BY CODEMASTERS ● CONTACT CODEMASTERS (01926 814132) FOR INFORMATION

PC

■ Raceing game ■ Gremlin
■ £39.99 ■ Out Now
■ No other versions available
■ No other versions planned

Strap yourselves in folks for the ride of your lives. 300 mph, a course full of twisty turns, and everybody's try ing to shoot you down at the same time. What a rush!



Get into a vehicle of your choice and thrash round a course faster than anybody else – it's hardly going to win innovation awards for clever gaming concepts. That said, though, Slipstream 5000 does it, as they say in the trade, with aplomb.

For starters, the graphics are incredible, with texture mapping all over the shop. The ten courses each feel totally different, especially when you're in a jungle instead of a city. And the sounds are just something else. Love the music, love the effects. It's an all-round audio-visual feast, no less. But wait, there's more. Because Slipstream 5000 gives you fast (and they *do* shift) vehicles, you're sweating all the way just to make the corners, let alone win! Added to which they're little aircrafty things which mean you're flying, so you can overtake by literally going over someone else – a whole new dimension to race in.

The courses are cunningly thought out to offer different opportunities, and you can arm your vehicle with high-tech hardware. If you can't shoot them down, blow them away Options include single races or a whole championship, to be played by one player, two players, or four player over a network, if you have access to that sort of malarkey.

If you don't like racing games, the simple controls bore you and you can't understand the thrill of bombing round at supersonic speeds, then Slipstream 5000 can be well avoided with the likes of MegaRace, CyberRace and Delta V. If you do, then it matches any of them in quality.

THAT'S MY BIRD, THAT IS

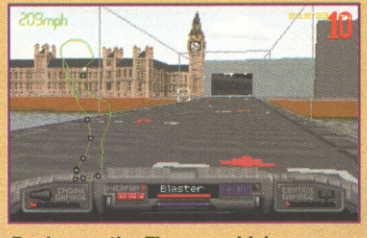
Out in the parking lot you get to make your choice of supercharged superplane to thrash around the coming course. They all look pretty freaky, but each one will appeal to different people. Go on sir, take your pick. Just one previous lady owner, only used it to drive to church on Sunday. Rocket launcher fitted as standard....

BLOODY TOURISTS

So there you were, going out for a quiet spin with the missus around old London town, and suddenly 10 boy racers come zipping past you at 300 mph, followed by film crews and half-a-million spectators. What's going on?

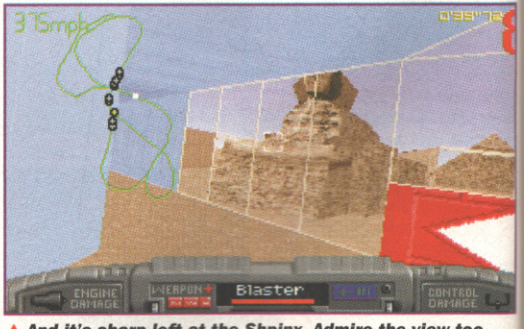
Each of the 10 circuits has some classy scenery. London, for instance, has you dipping under...

...Tower Bridge before a crafty little left-hander. Not only this but St Paul's cathedral too...

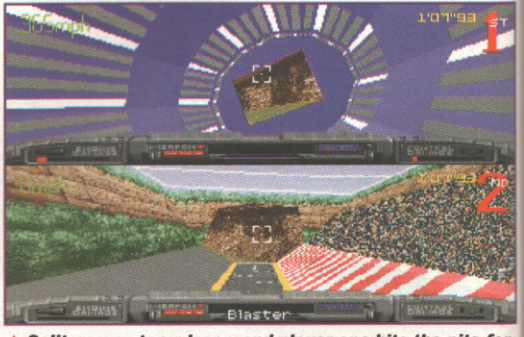


Back over the Thames whisks you past Westminster and Big Ben, a great little straight for overtaking.

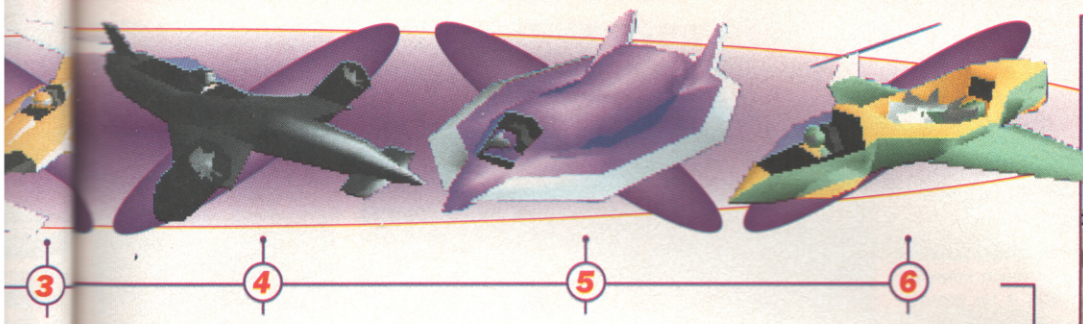
All the sights in under two minutes. Better than those open top buses any day.

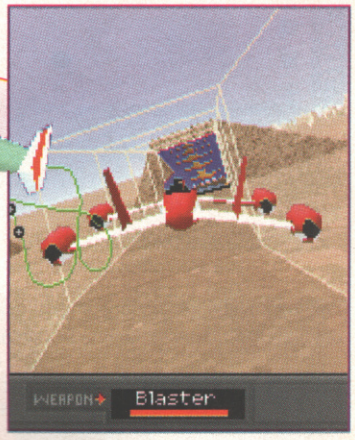


▲ *And it's sharp left at the Shpinx. Admire the view too much and you're strawberry jam all over the track.*



▲ *Split-screen two-player, and player one hits the pits for a bit of damage repair. Too much carnage, and your engine gets seriously sluggish though.*



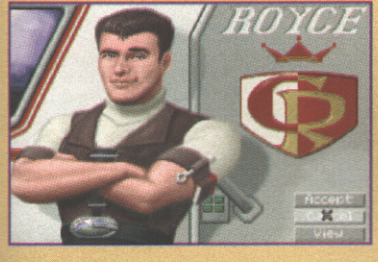


The obligatory very nice out of plane view. Totally useless, of course since you can't see the track ahead, but impressive for the fans.

slipstream 5000

WHATEVER HAPPENED TO THE LIKELY LADS (AND LASSES)

What a motley crew the Slipstream crew are, the drivers of these speed machines. Just take a look at these few to see what a bunch of loonies you get to pick from.



First up you get clean-cut Royce the darling of the trackside bimbos. Plenty of bicep peeking out from under that ever-so-stylish leather jerkin, though, and what looks like a sardine tin opener strapped to his arm, just in case he gets a bit peckish, I should think.

Yes, and guess who thought that this race was a fancy dress party. Shaman can be a damn good driver, but I just wish he'd stop saying 'tatanka' so bloody much.

Kin & Gin, eh? Well, I'll have a quick double shot of whatever that is any day. Who cares how good or badly they drive, eh? They're everything that Victoria is, but twice over. If a picture's worth a thousand words, then this one's definitely written as a Playboy short story. Oh, and they're pretty nifty too!

Well, hello there Victoria. Am I pleased to see you or have I just put a monkey wrench in my pocket? What an unfeasible cleavage. So that's what they mean by Silicon Valley! *(Well at least the corny jokes match the corny pictures.)*

VERDICT

PC

Slipstream 5000 zips past you like a gazelle with afterburners... as long as you've got a ninja PC so powerful that NASA wants to buy it off you. Otherwise Gremlin's latest racer gets all clunky clunky, and the texture mapping crawls past your canopy slower than a snail with a brieze block on its back. Technicalities aside however this plays like an absolute dream! There is plenty of multiplayer fun to be had with your mates too. Original it may not be, but fun it definitely is.

MARTIN KLIMES

GRAPHICS	93
SOUND	89
PLAYABILITY	86
VALUE	86

OVERALL

88

ALTERNATIVE

3DO

The Need For Speed

Electronic/£44.99

If you fancy racing games with great graphics, this is real quality. Not much shooting, but thrills by the incontinence pants-full plus smashes and crashes that would do the M25 proud.

ISSUE 158: 93%

SLIPSTREAM 5000 IS THE FIRST GAME BY DEVELOPERS THE SOFTWARE REFINERY, MADE UP OF THREE EX-MICROPROSE BODS

3DO

- Interactive Adventure
- Warp Technologies
- £Unconfirmed
- Import Only

- No other versions available
- No other versions planned

Take your courage in your hand, assume the role of a supernatural investigator and venture into the haunted mansion.

Whenever some Japanese 3DO software lands in the CVG offices, there is always much interest. One popular question is: Will it be manga based? Or does it have naked babes? But without a doubt, the most repeated question has to be .... Is it crap? Well, with D the answers have to be no, no and most definitely NO! The best way to describe this game is to call it a cross between 7th Guest and Alone in the Dark, but with better graphics.

The main character is called Lola, who is a supernatural PI. At the moment she is working on a case involving a Doctor who goes mad in a hospital and kills everybody. Lola decides that the best place to start her investigations is the hospital so off she trots. But when she arrives at the hospital it transforms into a large Gothic mansion and traps her inside.

There is obviously some malevolent force at work here, and our heroine has to find out who's doing what and why before time runs out, trapping her in the house forever. But how can she do this? By solving puzzles in time honoured fashion of course! And by avoiding walking suits of armour, spike filled walls and other traps too nasty to mention.

▲ Three pints of milk please!

▲ Lots of hot babes!

▲ Show us yer drawers.

▲ The first babe heroine of a game?

D

▲ No, please, not the F plan diet!

GORE GALORE!

Those of you with a nervous disposition better turn the page now, and avoid some of the nastiest pictures ever to come from 3DO. I think that you've got my point.

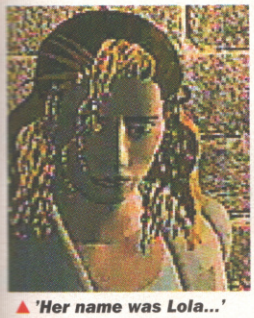
▲ Dead bodies abound in the

▲ latest 3DO title from Japan.

▲ Find out who's responsible,

▲ but you'll get a headache!

● GAME BY WARP TECHNOLOGIES ● CONTACT 3DO (0181-296 1949) FOR INFORMATION



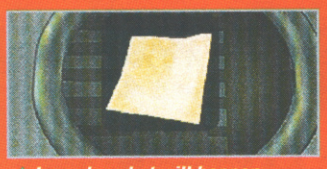
▲ 'Her name was Lola...'

WELL BOWL ME OVER!

One example of the animations used for the puzzles is when you look into a bowl of water and it turns to

▲ Looks like a bowl of water..

▲ ..EEEEK! Its turned to blood!

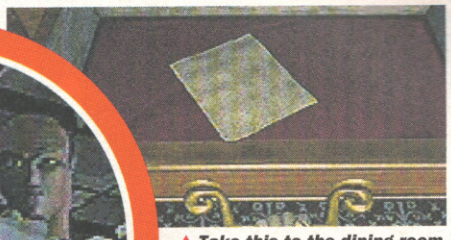


▲ I wonder what will happen..

▲ ..if i put this in the water?

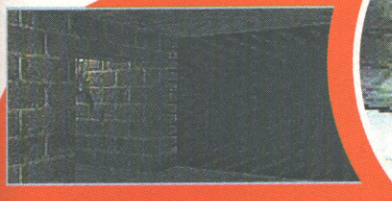
▲ Hmm, could it be a clue?

▲ And here we have the drawing room ...



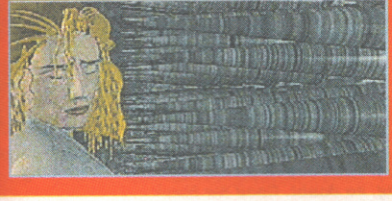
▲ Take this to the dining room

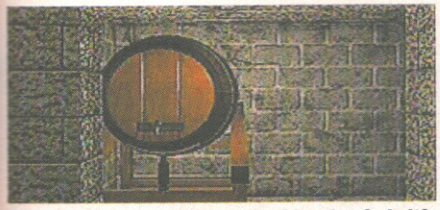
▲ Here is the dining room, but nobody's eating..



▲ 'D'...aHEAD of the rest (groan).

▲ It's my turn to use the toilet.





▲ This game is a real barrell of laughs. Or is it?

▲ What the hell am I expected to do with this?

ALTERNATIVE

CDI

- 7th Guest
- Phillips/£39.99

The original haunted house shocker looks a bit dated now, but there is a sequel on the way in the form of 11th Hour that looks a lot better.

- ISSUE 151: 70%

VERDICT

3DO

Sumptuous graphics and eerie sound go together to make this game very realistic. Gameplay ranges from the logical to the aaargghh! Another plus is that the game is not as linear as it first seems. You can wander around to your heart's content. The only limitations are unsolved puzzles. Solve a puzzle though, and you are treated to a nicely animated sequence which maintains the 'film' atmosphere that surrounds the entire game. Good fun, but maybe a bit too easy.

MARCUS BEER

GRAPHICS	94
SOUND	90
PLAYABILITY	86
VALUE	80

OVERALL

85

PC

■ Beat-'em-up ■ Gametek

■ £44.99 ■ Out Now

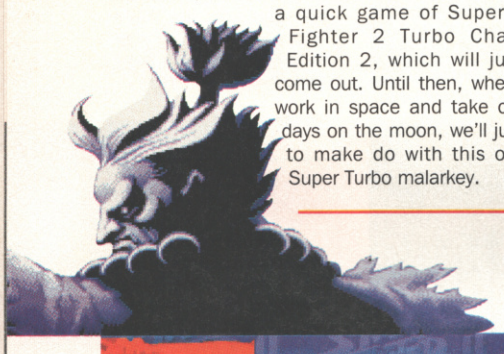
■ Every conceivable version available
■ Vectrex version planned

CVG HIT!

Hey, don't all get too excited at once, it's a brand new conversion of a brand old game...

Does anyone ever watch those interminable retro programmes on telly? You know, the ones where they show old footage of the moon landings and people wearing flares, with a Jimmy Hendrix soundtrack to remind old people about when they used to have fun. Just think, in 20 years, we'll all be sitting in our cyberdomes in the sky, jacked into the Interactive Panvision Network, getting all nostalgic about the old 2D days, while Michael Parkinson (he'll still be alive) waxes rose-tinted about the social phenomenons of Barrymore and Streetfighter.

How we'll all laugh at Guile's silly hair and the ridiculous flat graphics as Michael (who, thanks to the wonders of interactivity, will actually be *you*) chucklingly reminds us of the tabloid 'Kiddie Cocaine' scandals and other such foolishness which games were saddled with. Then we'll float, using cybernetically enhanced brainwaves, to the Mecha-Immersion Control Deck for a quick game of Super Street Fighter 2 Turbo Champion Edition 2, which will just have come out. Until then, when we all work in space and take our holidays on the moon, we'll just have to make do with this ordinary Super Turbo malarkey.



Aiiee! Giant Street Fighters prepare to take over the world! Call the National Guard!

Despite his size, T Hawk is actually terrified of spiders. Even little weeny ones you can hardly see.

Iron Malik El Marmrha Ekpot Noodle Shabbaz and a carefully matched opponent.

Obviously very little iron in their diet.

▲ *As we can see, Ken has been dealt a cruel blow here, and Cammy has subsequently won the round. The band in the background are playing some sort of celebratory jig, no doubt. Good for them.*

super streetfighter t

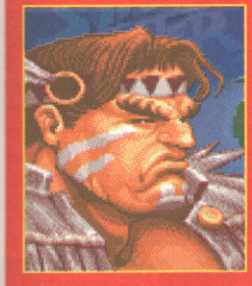
● ORIGINAL GAME BY CAPCOM ● CONTACT GAMETEK (01753 553445) FOR INFORMATION

NEW FACES

While the majority of gamesplayers should be more than familiar with the Street Fighter mythos, there is a gang known as PC owners who might be a little confused as to the identity of the four new faces crowding the character select screen. Well, allow us to enlighten you.

DJ MAXIMUM

Yo brothers, he's one cool dude, do you know what I am saying? He's also a pretty snappy beginner character thanks to his easy-to-perform moves and projectile attacks.



T.HAWK

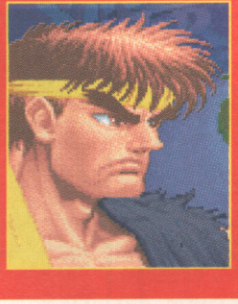
As huge American Indian martial artists go, he is one. Big, slow and clumsy, but expert players should love his mega-damage (and mega-complicated) special moves.

CAMMY

Another expert character is Cammy, the good old Blighty candidate. Although she's fast moving she's also quite weak and some of her specials are very hard to connect. Worth practicing with, though.

FEI LONG

A Bruce Lee look-alike with big Denis Healy eyebrows, Fei Long is probably the most versatile of the new characters, although his lack of projectile abilities is a bit of a downer.



▲ *An action packed action shot in action.*

▲ *Aachoo! Ooh, terribly sorry.*

SECOND OPINION

If you haven't read our Tekken Showcase yet then do so now (page 26) because it's good to see how far the beat-'em-up has become, but Street Fighter 2 is basically where it all started to get good. So it's a shame that it's taken so long for SF2 to get to PC, but now that it has those of you in IBM Land will not be disappointed because it's here in full effect. Best played with a joypad though.

GARY LORD

ALTERNATIVE

32X

- Mortal Kombat II
- Acclaim/£54.99

A good and very close conversion of the ace coin-op, this features all the characters, secrets and juggle combos of everyone's favourite blood-spattered beat-'em-up. We liked it a lot.

- ISSUE 160: 93%

VERDICT

PC

I wasn't holding out much hope for this version of Street Fighter, especially when I heard Capcom were farming out the conversion job to a third party. But I was just being a cynic, because, as it transpires, this is totally flaming groovy. The graphics are great, especially on a high-end machine, the sound is nearly exactly spot on and the game is exactly the same as the one in the arcades. This is probably the best conversion of SF2 yet, and definitely a top-ace, top dead-good buy for PC owners.

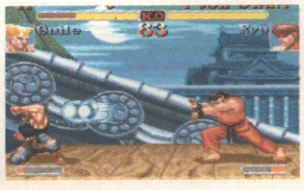
RAD AUTOMATIC

- GRAPHICS 93
- SOUND 91
- PLAYABILITY 96
- VALUE 95

OVERALL

95

Spider-man, caught in his jim jams, fires a stream of web fluid.o



r turbo 2

out now...

For those of you with short term memory loss here's a quick recap of some of the games that we recommend you should seek out at a software emporium near you, pronto...

carts

SUPER TURRICAN 2

SNES
issue 162
90%

Not in the slightest bit original, but Turrican 2 is quick, responsive, tough and a very enjoyable blast indeed. You might already have a couple of games like this, and it's not as good as Hagane, but still well worth a look.

floppy

MORTAL KOMBAT II

PC
issue 162
93%

At last techie anorak PC owners get to have some fun. Mortal Kombat II is, whether you like it or not, totally excellent, and anyone with a compatible format should have a copy by now. And that includes PC people now.

cd

ETERNAL CHAMPIONS CD

MEGA-CD
issue 162
92%

A big improvement over the cart original, which is saying something. Loads of options, features, secrets and general thrills. Some may be tiring of all this one-on-one beat-'em-up business, but this is a great addition to the range.

floppy

SUPER SKIDMARKS

AMIGA
issue 162
90%

Probably the only alternative to Micro Machines the Amiga has mustered so far, and an original enough game in its own right. Super Skidmarks combines superb gameplay with some more superb gameplay to just be darn ace.

carts

METAL HEAD

32X
issue 160
87%

Metal Head is a rare beast – a 32X robot-based blaster that you could never produce on a regular Mega Drive in a million years. Whilst somewhat slow-moving Metal Head is certainly playable and worth a look for 32X owners.

carts

BC RACERS

32X
issue 162
83%

Not an amazingly inventive two player racer, but the blend of different racing game elements on offer here should be enough to keep most speed fans happy, unless you're a very fussy 32X owner. Better than the Mega-CD version.

carts

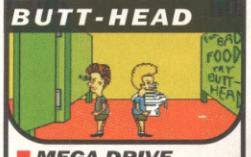
HAGANE

SNES
issue 162
91%

Wrapped in a shiny halo of aceness, Hagane is a return to simple principles of jumping, deathing and variety found in old classic platform shoot-'em-ups. Rock hard, but worth persevering with. (See our tips spesh starting on page 104.

carts

BEAVIS AND BUTT-HEAD



MEGA DRIVE
issue 161
70%

Amusing and mildly diverting puzzle game which fails to capitalise properly on the licence, and is ultimately too frustrating to hold the attention. But it's a must for real hard core B&B fans (such as Rad) nonetheless.

carts

STARGATE

SNES
issue 161
76%

Disappointing platform shooter based on the equally unastounding Star Wars-wannabe movie. If it had been given a bit of pace and smoother action this could have been a laugh, but as it stands it's just a chore.

carts

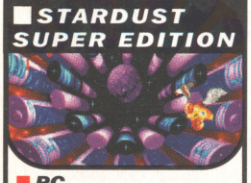
ASTERIX: POWER OF THE GODS

MEGA DRIVE
issue 161
89%

Eschewing Sonic-esque speed for Mario-esque depth of gameplay, Asterix is a fine looking and fine playing platformer. If you're not sick to the back molars of the genre already, this is one of the better titles released recently.

floppy

STARDUST SUPER EDITION



PC
issue 162
72%

A not-very-updated version of the ancient arcade/supermarket classic Asteroids, which has sadly lost something with age. Some people might get a real kick out of it, however, whereas the rest of us have moved on somewhat.

carts

THEME PARK

MEGA DRIVE
issue 162
91%

Theme Park has an enviable reputation in strategy game circles, which this cart version does nothing to diminish. A few options missing here and there, but otherwise an absolutely splendid and complete version of an ace title.

carts

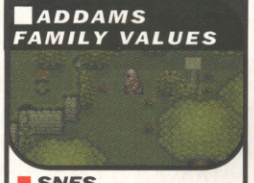
THE FIREMEN

SNES
issue 162
93%

Combining strategy and quick thinking with plenty o' action, The Firemen is one of those wacky Japanese one-off games which fractures a mould. Whilst not too difficult, The Firemen is a shoot-'em-up with a difference and great fun to play.

carts

ADDAMS FAMILY VALUES



SNES
issue 162
91%

Neatly sidestepping the stigma of licensed platformerdom Ocean are fond of, Addams Family Values is an original and well thought-out RPG with bags of atmosphere. It's also got plenty of Zelda-style action to keep everyone happy.

carts

SPIDERMAN

SNES
issue 162
79%

Despite the promise that is offered by the amazingly flexible central character, Spiderman is a bit too slow in movement and progress to make it brilliant. Not bad for an Acclaim platformer, but certainly not great.

3DO

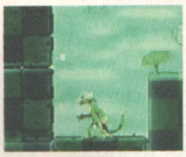
■ Platformer
■ Crystal Dynamics
■ £44.99 ■ Out Now
■ No other versions available
■ No other versions planned

What on earth is a Gex? Answers on a 3DO to the usual address... perleese!

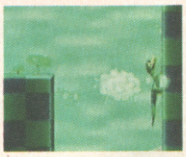
Gex is a lizard, a Gecko lizard to be precise. A gecko lizard can run, jump, flick enemies with its tail, catch flies with its long tongue and stick to walls and ceilings with the aid of little suckers. Gex however, is a lazy little so-and-so who prefers to sit in front of the world's largest television and watch repeats of the A Team and Hawaii Five O than go out and do lizardy things.

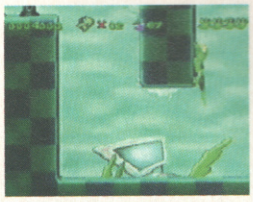
All this tube activity is not good for a young lizard, and soon our young hero is being scrutinised by the things that live on the other side of the TV screen. These things are led by the evil and nasty Res, who is the lord of the Media Dimension. Res wants Gex for a new mascot so he reaches through the TV screen and grabs him, dragging him into the depths of TV hell. The only way he can get out is to explore the Media Dimension and collect all the remote controls so he can turn off all the TVs there. Can Gex escape or will he end up watching Prisoner Cell Block H for eternity?

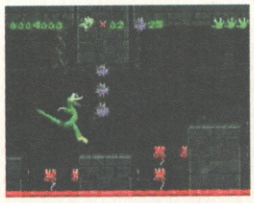
▲ Surf's up dude!


▲ Don't box me in.

▲ YERRUCHHH!


▲ Stick around.


▲ Toon land. Nice isn't it?

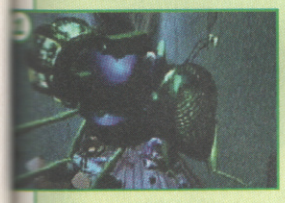

▲ Leaping lizards Batman!

▲ Gex grows a nipple on his tail!

gex

GORGEOUS INTROS A GO-GO.

It seems that every title on a next generation console has to have a fancy intro sequence, and Gex is no exception.



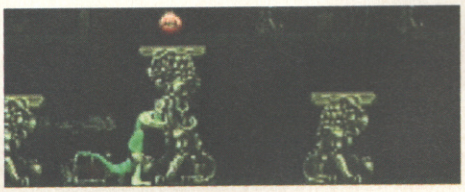
① Res has bugged this fly with a transmitter. When swallowed it enables him to reach out of his dimension and claim whoever has the transmitter.

② What a nice picture. This is Gex's family with the exception of his dad. He was blown up during a NASA experiment to test the effects of eating tapioca in zero gravity.

③ Our hero, sitting in front of the telly, waiting for Grandstand to start. I bet Arsenal have lost again.

④ And this is Res. Not only is he ugly but he also likes young lizards.

⑤ Oh no! Gex has been sucked into the Media Dimension. And his adventures really begin.



ALTERNATIVE

SNES
■ Donkey Kong Country
■ Nintendo/£60

One of the best platformers around, the graphics are more 32 than 16 bit and the gameplay's addictive. Watch out for a Dildy Kong game soon.

■ ISSUE 157: 90%

▼ *Gex, not just a platform game... err actually, it is just a platform game, but it's got some very nice graphic-type things.*

VERDICT

3DO

The one thing missing from the 3DO's catalogue of titles is a strong platformer. Crystal Dynamics have tried to rectify this with Gex. The main character is cute, with a nice line in special moves and occasional funny one liners. The graphics aren't great especially when compared to Donkey Kong Country, and the gameplay is limited to jumping around collecting things and avoiding bad guys. If this had been released before DKC it might have worked, but, now it's just a bit old hat.

MARCUS BEER

■ GRAPHICS	87
■ SOUND	89
■ PLAYABILITY	79
■ VALUE	80

OVERALL

80

● GAME BY CRYSTAL DYNAMICS ● CONTACT BMG (0171-973 0011) FOR INFORMATION

PC CD-ROM

Adventure ■ LucasArts
£Unconfirmed ■ Out June
No other versions available
No other versions planned

CVG HIT!

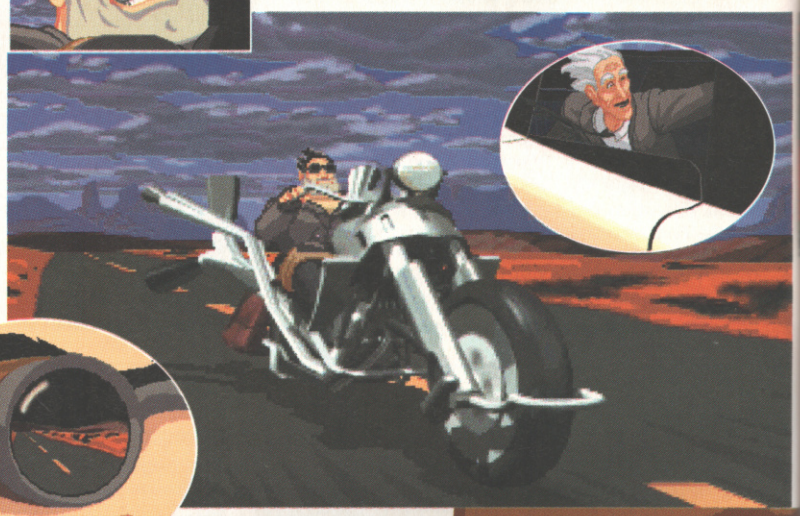
full t

Strap on your helmet, straddle the throbbing beast and roar off into the sunset with LucasArt's latest adventure.

LucasArts are trying to corner almost every genre in the games market. Platform games have been covered by the Super Star Wars trilogy, flight sims are taken care of by X-Wing and RPG/adventure creators cower before the words 'Monkey Island' and 'Sam & Max'. Now they are looking to build upon the success of those titles and Day of the Tentacle with Full Throttle. To be honest, calling Full Throttle just an adventure game is doing it a disservice. It's more a combination of Tentacle and the Space Quest series with bits of Road Rash thrown in for good measure.

In FT you assume the role of a large unshaven biker called Ben, who is the leader of a hard collection of gents known as the Polecats. Now all the Polecats seem to do is ride around stopping off at various drinking establishments to consume alcohol and arm wrestle each other. Then, one day, this blissful existence is shattered when Ben and co are framed for the murder of Malcolm Corley, head of Corley Motors: the biggest and bestest motorcycle manufacturers in the world.

Fortunately, Ben manages to avoid capture, and this is where you take control of our hero. You have to help Ben find out who framed him and why. Now this isn't as easy as it sounds, as the Lucas guys have done everything in their power to leave difficult puzzles in your way. Also, the game is chock full of little references to other Lucas masterpieces such as 'Help us Ben, your our only hope', when our hero rescues a damsel in distress from a garbage can. Oh, and just in case I have gone and got you all worked up, you need at least 8 megs running on nothing less than a 33Mhz 486.



◀ *OK, so I let you tie me down, but do you really have to wear the gas mask?*

MEET THE FAMILY..

Full Throttle is packed with characters so off-the-wall they've hid the floor and are now residing in hospital with a severe concussion. Here are a few of the friendly, and not so friendly faces you'll encounter.

Malcolm Corley – the head guy at Corley Motors and old biker. Unfortunately, he gets bumped off quite early in the game so don't get too fond of him.

Ben – our hero and leader of the Polecats. What can you say about a guy who has got a jaw line that strong? Looks a bit like Desperate Dan to me.

Adrian Ripburger – chief villain and all-round bad egg. Wants to take over the company and will stop at nothing to achieve his goals. What a git!

▲ So, wh
have to p

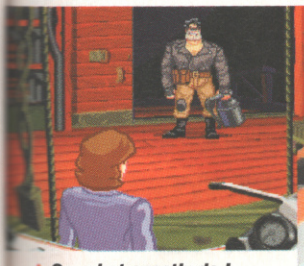
▲ Hey bi
me a ride
metal mo

▲ So 'Sl
steps up
prepares

Old Ma

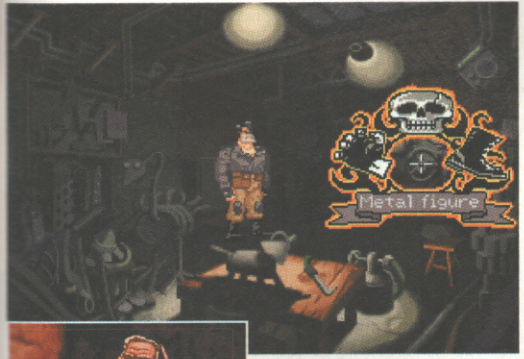
● GAME BY LUCASARTS ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

throttle



▲ So, what exactly do I have to put in a petrol can?

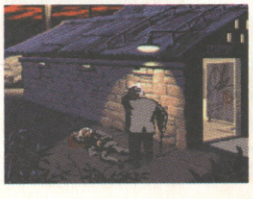
▲ Hey big boy, fancy giving me a ride on your big metal monster?



▲ This is Maureen's place. she'll fix your bike for you, if you're nice to her.

▲ So 'Slugger' Ripburger steps up to the plate and prepares to hit a homer!

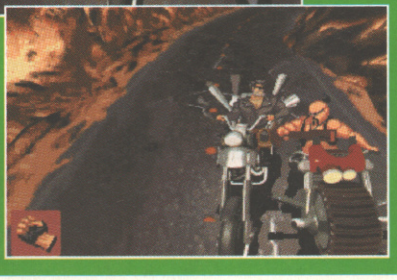
▲ Ben stands in a darkened room, with just a metal dog for company.



Old Malc is dead. Ahhh. ▶

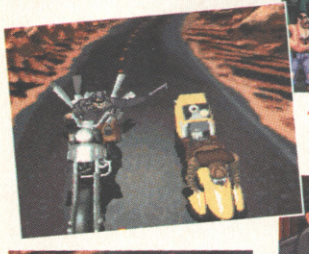
MY UGLY PUSSTULANT RASH...

One section of Full Throttle bears more than a passing resemblance to a certain Electronic Arts title of not so long ago. Can you guess what it is? (Clue: It's not a footy game).



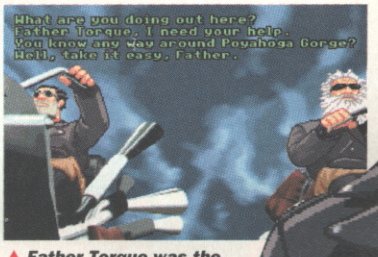
▲ You need to interact with other characters on a regular basis to succeed.

▲ Hello little boy, would you like a ride in my car?



▲ Go on, lend us 30p for a can of Tennant's Super.

▲ Nice friendly chaps, these bikers. Help anyone, anytime. NOT!



▲ Father Torque was the old leader of the Polecats.

▲ You need this guy to help you beat the road block, but don't trust him.

The lorry gets blown up. It's no more than the git driving it deserved.

▲ Rummage around in this lorry to find some helpful items.

SECOND OPINION

There's no arguing with the fact that LucasArts now have one of the best reputations of any software house in the world. Full Throttle simply reinforces that. If it sounds like I'm sucking up to them, I am, because that's the kind of spineless guy I am. But I have got more LucasArts software installed on my hard drive than any other company's games. This is a truly exceptional piece of software, well produced, well designed and wholly enjoyable.

MARK PATTERSON

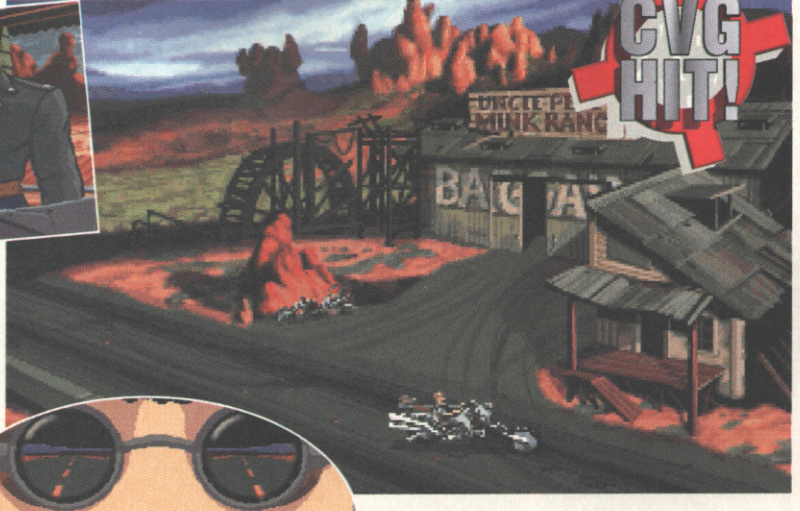
ALTERNATIVE

MEGA-CD

- Snatcher
- Konami/£39.99

This is easily the best Mega-CD game written, and we doubt if anyone will manage to top it. It's full of lovely red gushing violence based around a strong plot and absorbing RPG gameplay.

- ISSUE 158: 90%



▲ Roll up, roll up, get yer genuine Full Throttle merchandise here. Only $99 plus tax.

▲ Uncle Pete's mink ranch. Stockists of top-quality dead-animal skins to the royal family and various '70s glam rock bands.

VERDICT

PC CD-ROM

It's always a pleasure (and a rarity) to review a Lucas Arts game, and Full Throttle is no exception. The graphics work well, and the sampled voices and sound effects add to the atmosphere, and the puzzle element is just right with certain solutions needing a large amount of lateral thinking, while others are more obvious. My only gripe is that some sections become a little repetitive if too much time is spent on them. But apart from that, LucasArts have produced a quality product that oozes playability.

MARCUS BEER

GRAPHICS	91
SOUND	92
PLAYABILITY	90
VALUE	90

OVERALL

91

3DO

Basketball Sim ■ Crystal Dynamics/BMG

£Unconfirmed ■ Out Now

No other versions available

No other versions planned

CVG HIT!

slam and jam '95

The latest title from Crystal Dynamics certainly captures the realism of a basketball court.

Boom shack-a-lack! Yo my homie! Step up to the court and get down with some serious five on five slam dunkin' action...

Versatile chaps these Crystal Dynamics people! Not content with producing shoot-'em-ups like Total Eclipse, or platform romps like Gex (elsewhere in this issue). Now they go and bring out one of the most exciting-looking basketball sims that I've seen for many a moon.

The action is viewed from an end-of-court perspective which is similar to the old SNES game World League Basketball. You can select full season, mini tournaments or friendlies and there is the choice of all the American basketball teams with the proper names for the players. Play the full season, and go all the way to the NBA play-offs!

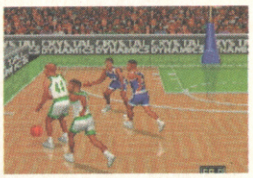
The game also features full match commentary which lets you know about the rebounds, interceptions and penalties. The announcer is not above having a go at the players if they make a mistake or two during the game. Unfortunately, he does not swear (perhaps this could be considered for use in an adult-only version of the game). Each of the players have different attributes such as three-point shooting, speed, stamina and so on. Also there are markers above each guy's head to show his position (centre, guard etc), this is handy for basketball novices as you learn to understand the game as you play it.

▲ He shoots, and misses, it hits the back board and rebounds off the rim.

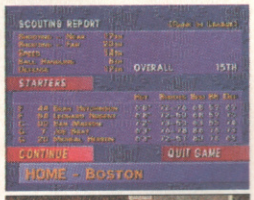
▲ Its a screen shaking, rim ripping dunk-a-thon!

HE SHOOTS, HE SCORES

As in other basketball titles, each player has his own signature 'dunk' when he scores. These are activated by pressing the shoot button and then pressing the D-pad in different directions. To demonstrate this, here are some dunks. But we won't tell you the key combos... HA!



▲ Its a steal! Regain possession and storm down the court to score.



ALTERNATIVE

3DO

■ FIFA International Soccer

■ EA/£39.99

Stunning graphics and sound combined to make this the best sports game on the 3DO. Not as playable as the SNES' International Superstar Soccer, but still very good.

■ ISSUE 152: 92%

VERDICT

3DO

When I heard Crystal were producing a basketball game I was a bit sceptical. I know they have made some brilliant 3DO titles but a sports sim? Well, I'm glad to say my doubts were unfounded because Slam and Jam '95 is awesome. The graphics are superb, with all the main players moving in a very lifelike manner. The commentary is top notch too with the announcer getting excited when the action hots up. The controls take a bit of getting used to but they are worth mastering. Nearly as good as FIFA.

MARCUS BEER

■ GRAPHICS	91
■ SOUND	93
■ PLAYABILITY	93
■ VALUE	90

OVERALL ■

92

● GAME BY CRYSTAL DYNAMICS ● CONTACT BMG INTERACTIVE (0171-973 0011) FOR INFORMATION

SNES

■ Adventure ■ Nintendo
■ £Unconfirmed ■ Out June
■ No other versions available
■ No other versions planned

It first appeared on import as Illusion of Gaia. Now it's out on general release without a sniff of Latin in it.

illusion of time

CVG HIT!

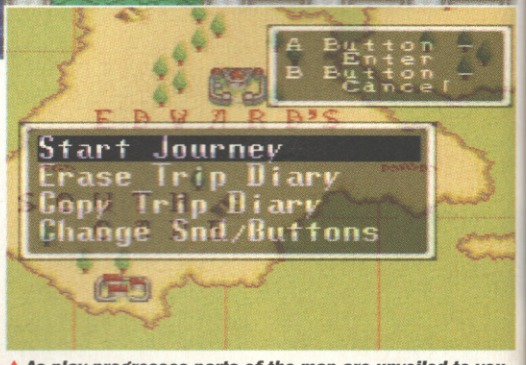
Now, here's a title that puts tremendous strain on the principle character, Will. One moment he's a typically impish, grubby schoolboy whose only worry is when he might get his latest copy of CVG, the next he's asked to consider riddles that have taxed mankind's brains for thousands of years.

Questions like why exactly were the pyramids were built, and why wasn't there an outside toilet fitted if they were so smart? And why does Pammy Anderson's... Sorry, different pyramids.

Anyway, as if this isn't enough to baffle a young lad, he faces yet another dilemma. Part of the plot, and it's completely vital, transforms Will into a ruthless out-for-action warrior. So, imagine it. One moment you're sitting there, a soft-skinned cherub, the next you're twice the size, covered in sweat and hair and full of strange urges for all kinds of odd practices. Actually, this isn't the first time that our Will has been through this Biactol-inducing transformation. Illusion of Time originally appeared on import as Illusion of Gaia last year, to solid reviews. And it's no wonder, Illusion of Time is a clever combination of puzzle solving and baddie bashing set against a mystical backdrop that unfolds as you progress.

Eat my axe skellington muvver! Hmm, could be a rock lyric.

▲ *Will demonstrates his awesome capacity to shift objects. Except you can't tell because, obviously, this is just a piccy.*



▲ *As play progresses parts of the map are unveiled to you.*

▲ *Under the boardwalk down by the... No I don't think so.*

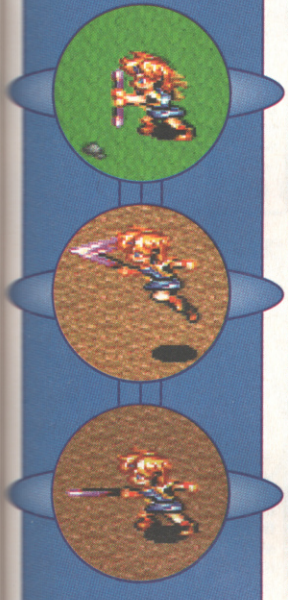
THIS'LL PUT HAIRS ON YOUR CHEST

During play our hero can transform himself from a mild-mannered boy with a wand into an iron-clad future self. Becoming this blonde muscle-bound knight gives him the power to defeat the larger creatures in the game, in fact, success is impossible without using him. But it must be disturbing for the lad, realising that one day he's going to have to listen to Metallica, be generally sweaty and have to go out with some jack-booted peroxide crow forever.

● GAME BY NINTENDO ● CONTACT NINTENDO (01329 822565) FOR INFORMATION

THEY CALL ME THE WAND-ERER

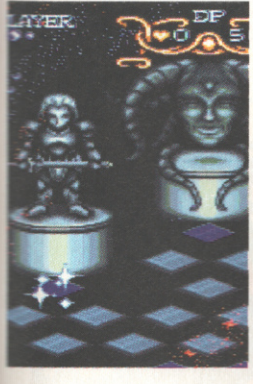
Will's the envy of all his mates because he's so handy with his wand. He can move objects with it, which I'm sure takes a lot of concentration. He's also able to attack and destroy enemies with it and he can also knock walls down with it to devastating effect. I defy any normal mortal not to be envious.

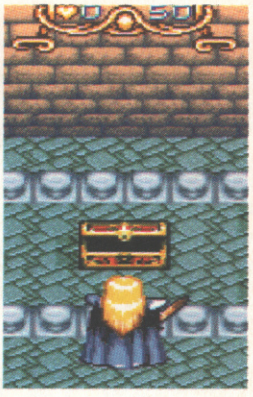


▲ At the business end of matters, your itinery and stats.

▲ This is the apple of Will's eye. It's a pity he's going to be a sad rocker when he grows up

▲ Anything that big bloke can do...





▲ Throughout this huge sprawling adventure there's plenty of hidden goodies.

ALTERNATIVE

SNES

- Secret Of Mana
- Nintendo

Secret of Mana derives all of its playability from puzzles, whereas Illusion of Time fuses a blend of the mind with the mindless to marvellous effect.

- NOT PREVIOUSLY REVIEWED

VERDICT

SNES

OK, so Illusion of Time won't win an award for using multi-million pound technology to create breathtaking effects. But, and it's a large but, it does offer more gameplay and interest than most games could ever dream of. It's a sprawling adventure with plenty of atmosphere, chiefly created by the game's clever method of unfolding its story, the intuitive control system and its use of tunes as part of the plot development. Illusion of Time should be at the top of every SNES owner's shopping list.

SIMON CLAYS

GRAPHICS	79
SOUND	88
PLAYABILITY	90
VALUE	85

OVERALL

90

SECOND OPINION

A great combination of puzzles and fighting make Illusion of Time a must for every fan of the adventure genre. There's plenty of atmosphere and a plot that opens itself up to you as you progress. Don't be put off by the slightly cutesie look of Illusion, it's a real winner for SNES owners and something they can gloat over for a good while as IOT won't be appearing on any other platform other than Nintendo.

GARY LORD

supershorts

Being a games reviewer is much like a box of chocolates, and this is our page of Milk Tray, Terry's All Gold and Dairy Milk all rolled into one...

pc

FOOTBALL GLORY

Another football game hits the PC, and like most these days it's 'reminiscent' of the classic Sensible Soccer. However, it doesn't play nearly so well. Strange bendy banana shots are particularly annoying.

£24.99

pc

JETSTRIKE CD

Five years ago, on the Amiga or ST, this might have been a credible title, if released at budget price. Sadly, Jetstrike embodies all that is bad about side-on scrolling shoot-'em-ups. It's not very good.

£34.99

pc

TICONDEROGA

Anoraksville in the area! If you're a big-time wargames fan Ticonderoga should butter your muffins. There's reams of maps and stats and options, but the game is surprisingly easy to get into.

£44.99

pc

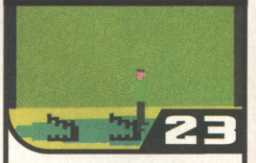
RADIO ACTIVE

A horribly indulgent and poorly scripted American quiz show simulator starring a cast of thoroughly detestable characters. You're better off with Trivial Pursuit and some mates.

£44.99

pc

ATARI 2600 ACTION PACK



Perhaps Down By Law hit the nail of this little conundrum squarely on the head when they said 'retro sucks'. For this is something of a retro title, and it does indeed suck. More so than a well-endowed aardvark.

£24.99

amiga

SUPER LOOPS

While not overly original in the gameplay stakes, Super Loops is a challenging enough Pipemania clone which should appeal to die-hard puzzle fans. Normal people are better off with the Incredible Machine.

£29.99

amiga

CHAMPIONSHIP MANAGER ITALIA '95

A good enough management sim with all the options and features you could hope for. However, it's quite ponderous of pace, so you might like to get a video in or something for all the breaks you'll have to take.

£24.99

amiga

MAN UTD- THE DOUBLE

Eerily akin to the child of Sensible Soccer and Mega Drive FIFA, this isometric munchkin-vision footy title is rather smart fun. But sadly, it's not as good as Sensible World. A pity, but at least it's an Amiga release.

£UNCONFIRMED

cd32

ATR CD32

We like this one well enough, but sadly (although unsurprisingly) the CD32 version adds nothing to the game apart from a better soundtrack. Good enough in its place, though its place isn't the CD32.

£25.99

amiga

KING PIN

Lord please save us from blimmin' bowling simulators. While many, like this one, are quite a laugh to play, you can't help thinking that your money would be much better spent playing the game for real.

£14.99

snes

FIGHTER'S HISTORY DYNAMITE

When will software houses learn that anyone who wants a Street Fighter-style beat-'em-up game for the Super nintendo already has about ten? This one definitely isn't worth being the eleventh.

£UNCONFIRMED

snes

DHARMA DOJO

The SNES has always been good for weirdo puzzle games, and Dharma Dojo is another one. Like most games of games of this ilk, it's strange and takes some getting into, but it's top goodness.

£UNCONFIRMED

snes

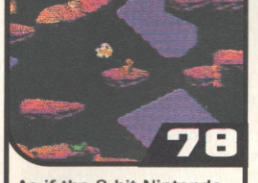
TINSTAR

That rarest of Nintendo beasts – a SuperScope game! This one is pretty funny as well as being a challenging test of your reflexes. Probably the best 'Scope game yet to become available. And probably the last.

£UNCONFIRMED

nes

LION KING



As if the 8-bit Nintendo didn't have enough platform games, here come Virgin with their latest licence. Unlike all the other versions this one is a bit easy, and is recommended for younger (or crapper) players.

£UNCONFIRMED

snes

BATTLE PINBALL

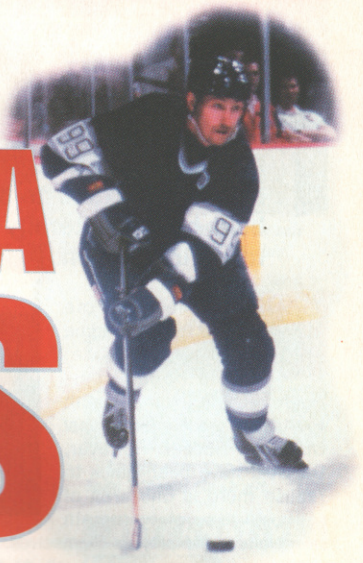
Featuring Jap hero Ultraman and his Gundam mates, this pinball title has a number of cool tables, decent responsiveness and an excellent atmosphere to boot. One for spheroid enthusiasts.

£UNCONFIRMED

MEGA DRIVE

■ Sport Sim ■ Time Warner
■ £49.99 ■ Out May
■ No other versions available
■ JagCD, SNES, CD-ROM and arcade versions planned

wayne gretzky's NHPLA all stars



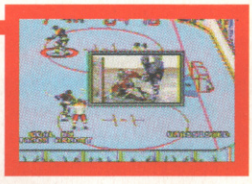
NHL's rule is over, Wayne Gretzky is the new King of the ice. Wayne? What kind of hard-nutter name is that?

Well it had to happen I suppose, someone has finally produced a better ice hockey sim than EA's NHL series. Yes, Wayne Gretzky's NHLPA All Stars is better than NHL '95. So what makes it better? Well, the graphics are bigger and more detailed, there's digitised speech, FMV and the artificial intelligence stops you scoring by using the same move over and over again (like you can in NHL). Another interesting feature is the option to select your teams playing strategy, this can range from aggressive attacking play to defensive 'lets keep everyone behind the puck mode.

Gretzky's is stat packed, with every type of information on every single NHLPA player. Each skater has to deal with inertia so it's difficult to stop and turn, and you can also practice penalty shots, face offs and team passing. Plus of course, the programmers have added a fight section, just select the 'Intimidate' option and just sit back and wait for your player to start a fight!

▲ Each player has his own strengths and weaknesses.

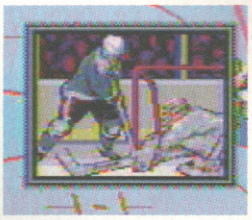
▲ Loser! Now have a worm's eye view of the ice!



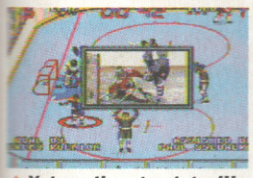
A LEAGUE OF YOUR OWN...

Fed up with playing little tournaments that last for only 16 games? Well be happy, because Wayne Gretzky's All Stars includes a full 84 game season. Thank heavens for battery back-up!

▲ It's a penalty. Naughty!



▲ He shoots... He scores!



▲ Yet another great goal!!

▲ Grab that puck, boy!

▼ OK, I want a good clean fight, no butting, etc...

VERDICT

MEGA DRIVE

It's about time someone produced a decent hockey game that differs to NHL 95 as that particular style is getting a bit stale. Wayne Gretzky's is a fun game that is as good in one player mode as it is two, three or even four player mode (It works with all multitaps). You can play it as a serious hockey season or just have a knock about with mates. The mini FMV clips add a atmosphere and the inclusion of each team's signature tune will impress hardened American ice hockey fans. A good hockey game.

MARCUS BEER

GRAPHICS	88
SOUND	89
PLAYABILITY	94
VALUE	90

OVERALL

88

ALTERNATIVE

SNES

■ NHL 95
■ Ocean/£49.99

The latest in a long series of upgrades from EA/ Ocean. Uses a different viewpoint to Gretzky's but the main sprites are too small. Not enough of a step forward to warrant another £50, though!

■ ISSUE 158: 78%

● GAME BY TIME WARNER ● CONTACT TIME WARNER (01604 602800) FOR INFORMATION

SNES

■ Footy Sim ■ US Gold
■ £44.95 ■ Out June
■ Mega Drive version soon to be available
■ No other versions planned

fever

With Football at its lowest ebb in a long time, US Gold feel it's the appropriate time to bring on their boot boys to literally kick their rivals into touch.

The quest for the greatest footy game continues apace, with Konami currently reigning supreme with the utterly great International Superstar Soccer. However, US Gold have been quick to realise there is one area of footy games yet to remain unexploited: the players themselves. Now, we're not talking crap licences here, such as that Giggs game or Handball Maradona (one for you oldies, that!), but differing personalities within the game itself – people who have special skills.

International Superstar Soccer experimented with the idea by adding recognisable sprites to their international sides, with Baggio and Valderama's haircuts standing out, but their skills weren't really accentuated enough to make them particularly noticeable.

With Fever Pitch, though, US Gold are set to introduce eight characters, each of whom possess a very visible skill. Similarly, while the view is very much FIFA, US Gold have placed the emphasis on arcade playability, stating that the EA game is far too slow to be enjoyable, and that they aim to prove that 3D and speed CAN go hand in hand. As such, a wealth of international sides are at your disposal, and by going through the round taking on the likes of Mexico and the mighty Brazilians you can build your side to your own specifications – it's almost like being Terry Venables. But without Alan Sugar slagging you off!

Go on, hack 'im dahn. Sod's asking for it if you ask us...

Shown here is the incredible hard tackle — see how it leaves two people stricken!

THE GREAT EIGHT

Fever Pitch matches soccer's Vinny Jones and Paul Merson with its own breed of... er, 'characters'. In all, eight special heroes are on offer, with the player gradually adding them to their side as they battle their way through the ranks of international teams. Each can pass, kick and head like the normal players, but pressing their 'special move' button prompts them to 'do their thang' as it were. Defence, midfield and attack are all catered for, and with these guys in your squad, what could possibly go wrong?

PETER 'PLAY-MAKER' PARK-ER

Unselfish, Peter is the perfect centre-forward. His long crosses are perfectly placed, and he can create goal opportunities from nothing.
Special: Beautiful passes and crosses.

BARRY '10 BELLIES' BARGER

A fat Geordie who stomps over defenders like a steamroller over daisies. Not at all based on a certain Lazio lad. Nope.
Special: Barging past people.

ERNIE 'LE STRIKER' CONTAINER

Dangerous from any angle, but particularly prone to lunging with both feet. At mouthy gits in the terraces.
Special: Incredible banana shots.

MARCO 'MARKER' RIGATONI

The greatest defender of all time. Sticks to his man like melted cheese to the inside of a jacket pocket. Unmovable.
Special: Inch-perfect marking.

JERGEN 'CHEAT' GDIVERMAN

A bald German who constantly pushes his luck by diving every time someone tackles him. With a 20% chance of succeeding in the penalty area. Not at all based on a German Spurs player. Nope, not at all.
Special: Cheating dive.

● GAME BY US GOLD ● CONTACT US GOLD (0121-625 3366) FOR INFORMATION

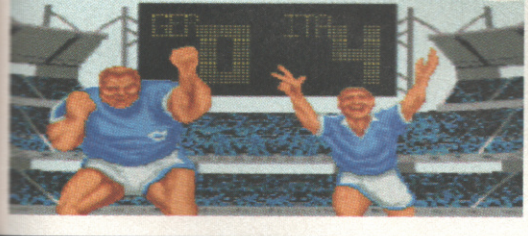
pitch

▲ Drama Queen goalies, don't you just hate them?

▲ It's there! No, he got a hand to it... etc.

▲ Action on a very dusty pic. We reckon, anyway.

▲ Pick a team... any team.



▲ In Fever Pitch, Brazil are called 'Bra.' Titter.

▲ Laugh now I've cut your legs off you flash git...

ALTERNATIVE

SNES

International Superstar Soccer

Konami/£44.99

The most realistic soccer game to date. Flawless, with loads of moves and just as many tricks and tactics as the real thing. A classic in every way.

ISSUE 159: 96%

VERDICT

SNES

International Superstar Soccer is the footy game by which others are now judged. To be fair, Fever Pitch never goes out to compete, as it is more arcade-orientated than the Konami game, with the emphasis on speed rather than realism. This is a double-edged sword, though, because though Fever Pitch is easier to pick up, it lacks ISS's lasting appeal. The special characters, however, are brilliant and add a wealth of variety to a very playable game. ISS still gets my vote, but this is certainly number two.

STEVE MERRETT

GRAPHICS	88
SOUND	76
PLAYABILITY	90
VALUE	89

OVERALL

88

EMO 'BALL-BLAZER' BIKOMOZO

An African striker with a shot so powerful that the ball ignites, making it nigh-on impossible to save. Special: Fireball kick.

DICKY 'TRICKY' DISCORAMA

A Colombian wizard of ball control. A fast winger, but almost certain to fail one of those random tests. Know warra mean? Special: Superb ball control.

PETER 'CHEESY' STILTON

The goalie. Can save virtually anything, making him the perfect last line of defence. Not at all based on a certain 'keeper with financial problems who's on a weekly contract with a London club. Oh no. Definitely not.

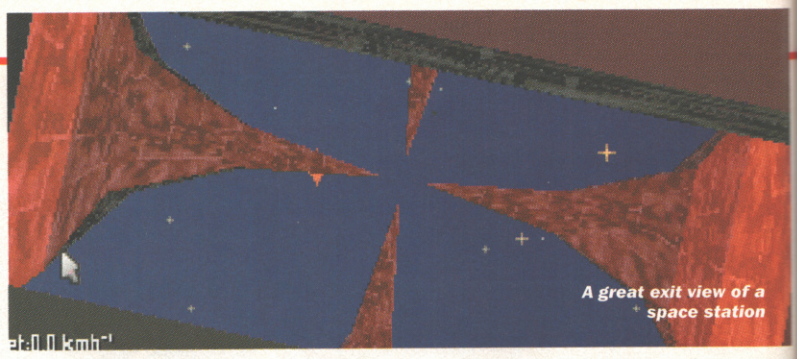
PC

■ Adventure/Sim ■ Gametek

■ £39.99 ■ Out Now

■ No other versions available
■ A600, A1200 and CD32 versions planned

Elite was nearly as popular as Debby Harry when it first came out on the Beeb. Now it's back and Debby's not vogue, but she didn't change her name or tart herself up for the PC, did she?



A great exit view of a space station

frontier 2: first encounters

Help me, not another addition to the Elite family. Ever since I was a child (well, spotty bag of pubescent hormone on legs) I've been obsessed with the bloody thing. When Elite originally hit the shelves, the gaming world was in a similar state to today; on the verge of a revolution. The BBC micro was, at the time, the gaming equivalent to the Saturn or PlayStation and I was gobsmacked.

Just to see wireframe spaceships spin around a 32K universe had me up for weeks determined to reach that enlightened state of Elite. Assuming my pseudonym, Wolf Flipside, I spent the equivalent of a short prison sentence in my room, kicking Thargoid ass, to the sound of Sarah Brightman and Hot Gossip's 'I Lost My Heart to a Starship Trooper'.

Eventually my mother cordoned the area off as simultaneously some unexploded underpants got lodged under my bed and the tape stretched and ended up sounding like Satan singing 'I Lost Hy Head up a Farting Crooner'. After this I lost interest.

Since then we've seen the product totally revamped and given the PC treatment, with programmer Mr Braben, going to astronomical lengths to achieve accuracy in a universe you were completely free to explore. No-one could fault the attention to detail, but plenty found that after a while they needed a greater purpose to play for. Apparently this has been addressed and FE has more of a plot running through it.

◀ A 3D star system is available to confuse you further.

Sitting on the dock of the base... No? ▼

Space station or sausage roll? We asked Arthur C Clarke, and he didn't seem to know either. ▼

▲ Try buying some new bits of kit.

▲ Whenever you're bored, get yourself a Sunday Sport and browse

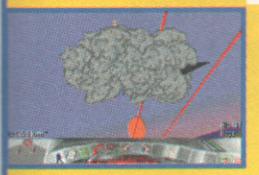
● GAME BY DAVID BRABEN ● CONTACT GAMETEK (01753 553 445) FOR INFORMATION

DEATH OF A SALESMAN

Right where's a lad going to sell seven tonnes of dusters then, hmm.

Servicing your ship.

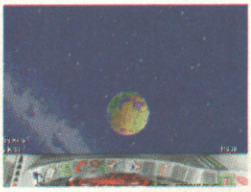
▲ All the stats are available, as you'd expect.

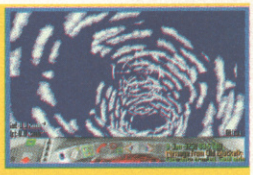


Don't want to upset the Billski, so I'll get permission. Last thing you want is the law rummaging around your hold.

Retro rockets on and up we go, me and seven tonnes of anti-dust coated duster.

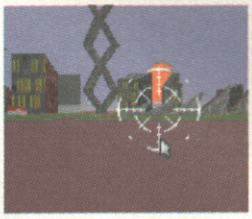
All we gotta do now is wait for hyperspace clearance...





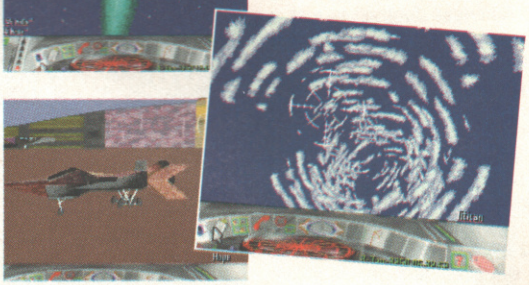
... and we're tossed around like a piece of duster in a duster. Why am I obsessed with a simple piece of cloth designed for the removal of settled particles?

Click on your destination and let the auto-pilot do the rest



Isn't this the bit with the Blue Danube comes in?

Ah, no! A rogue particle has entered my auto-pilot and has confused my computer. If only I'd wiped that auto-pilot formica top!



▲ Take punters and parcels from system to system.

SECOND OPINION

I've always been sceptical of this type of game. They take ages to get into and can leave you feeling pretty numb after a couple of weeks when you realise you're bored and have a life somewhere outside of your monitor. But, First Encounters is worth persisting with. A combination of some nice graphical touches and a little more plot than Frontier means that as your character builds, so does your interest.

GARY LORD

ALTERNATIVE

PC CD-ROM

- **Wing Commander 3**
- **EA/£54.99**

Lavish production, big name stars and beautiful graphics. WC3 is not as accurate or huge as the Elite style universe, but who cares, it has heaps more playability.

- **ISSUE 159: 95%**

VERDICT

PC

First Encounters, like its predecessors, is huge and has options galore. Graphically, it's not Wing Commander, but it's still very nice. Best results are, obviously, from a fast machine, but the detail can be reduced for slower PCs with adequate results. If there's a criticism then it's the amount of time it takes to pick up the control. But once you start to feel comfortable in your universe then the game hooks you and you'll hate it for taking up more of your life than you've actually got to give.

SIMON CLAYS

GRAPHICS	83
SOUND	79
PLAYABILITY	88
VALUE	77

OVERALL

85

MD32X

■ Sports ■ Acclaim
■ £45 ■ Out Now
■ Mega Drive and SNES versions also available
■ Saturn version planned

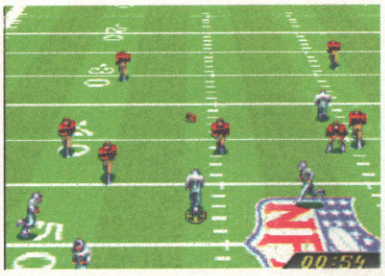
NFL Quarterback

Three, two, X... Hut! Hut! Hut! Acclaim's plans for 32X domination continue as they beat Madden to the next generation.

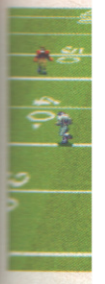
Yes, we know that American football is just a bunch of nancy Yanks who are too wet to play rugby without padding themselves up to the nines, but it still provides excellent fodder for video games! Why not ask EA, who seem to have milked so much out of John Madden, it's surprising there's anything left of the man. Well, ever quick to jump on a bandwagon, Acclaim have turned to newly bought developers, Iguana, to convert their popular Mega Drive and Super NES American Football game to the 32X.

Their vision of a 32-bit American football game includes all the greatest US sides, camera angles galore and adding digitised backdrops to all the options screens. One noticeable omission, though, is that the training section which allowed the player to practice throwing and kicking and stuff has now been omitted in favour of the said graphical wonders. At the moment this reigns as the premier 32X sports game, at least unless EA decide to get in on the act. Just imagine what they could do with FIFA...

However, it's not only the graphics which have been stepped up a notch for the 32-bit version, the gameplay's also been improved. The controls are far more fluid, the response better, and the whole thing is far more enjoyable than its 16-bit juniors.



▲ Sadly, all the sprites run like girls. You know, a skippy kind of run with their hands in the air.



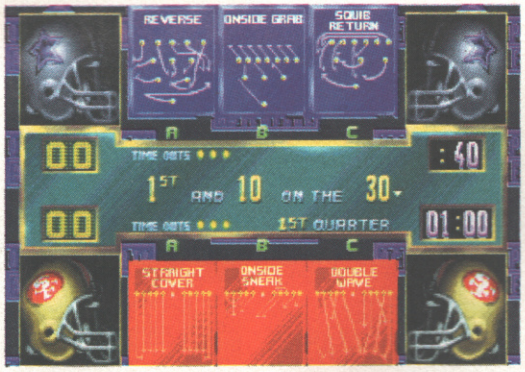
▲ Go on, [illegible] the ball a[illegible]

CAM AND GET IT

The basic gameplay of the Mega Drive game was as good as it got, so Acclaim have concentrated on tarting up the graphics to warrant the 32X label. NFL 32X-stylee uses larger sprites and better resolution to allow for close-ups of the bone-crunching action, and

they've even gone to town on the grass, making it look far more realistic than before! Best of all, though, are the camera angles which allow the player to view their tackles and kicks from a number of TV-style perspectives:

BLIMP: The flying eye



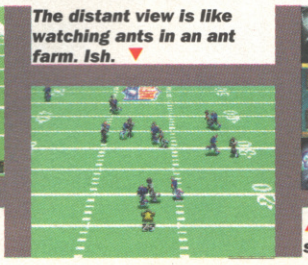
▲ This is an absolutely huge space to fill with a caption. Still, I can probably fill it by saying that this is the tactics part of the game where plays are plotted. There, filled it.

▲ Your chosen team's attributes, including speed and the usual bits.

▲ The sho[illegible] proceedin[illegible] lies to thei[illegible]

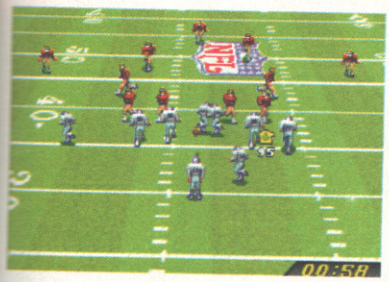
▲ Hut! Hut! Hut! And other clichéd footy talk.

The distant view is like watching ants in an ant farm. Ish. ▼

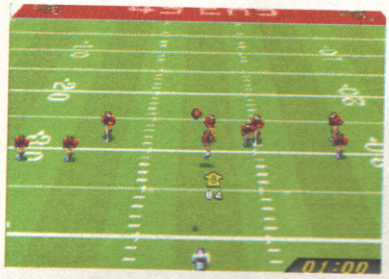


▲ Ooh, another tactics screen. Great.

▼ Look, it[illegible] I bet that



▲ Go on, kick 'em, punch 'em — just get the ball across that line.

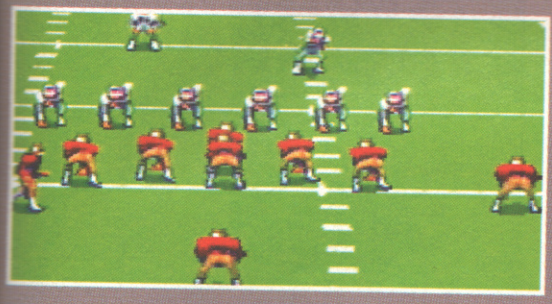


▲ Sadly, in this screenshot, half your team hasn't turned up. Sods.

SECOND OPINION

The 16-bit versions of NFL didn't really make me switch from being a Madden fan, and the omission of the training in the 32X version seems a little needless as it added variety and actually proved a bit useful if you were a novice to the sport of American football. The main difference about this souped-up NFL Quarterback, though, looks superlative, with more camera angles than you can shake a copy of Accolade's Unnecessary Roughness at. Not only this but the game seems to handle better than its lowlier Mega Drive counterpart.

GARY LORD



has nothing on this! A distant view of the action from a bloody great Zeppelin hovering above the stand.

NORMAL: Seen from slightly behind and above the action. Your normal, run-of-the-mill Madden view. You know the score.

SHOULDER: The best of the bunch. Seen from shoulder height, the 32X's scaling prowess is seen in full effect as the player sprites run to and from the ball. Ace stuff.

AUTO: Can't be bothered to mess with the cameras? Well, let your 32X do it for you! Just select this, and the best view will be given at any point during the game — passing has never looked so good.

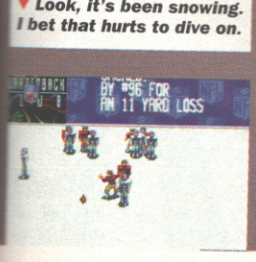
Club

▲ The shoulder cam offers the most detailed view of the proceedings and also shows off the many crunching tackles to their best advantage.

▲ "Excuse me, but can we get somebody to move that bloody great yellow arrow which has appeared?"

▲ Acclaim are going to take you back to your playground memories, including this British Bulldog sub-game.

▼ Look, it's been snowing. I bet that hurts to dive on.



▲ Assorted mid-field tomfoolery. With girly padding.

ALTERNATIVE

3DO

■ John Madden's/EA

Looks really, really cool, but it has to be said that NFL plays a darn sight better. Oh aye it does.

■ NOT REVIEWED

VERDICT

32X

It took Acclaim's Mega Drive version of NFL to get my interest in American football games going, but this 32X version has really got me into it. Before, the excitement of a long pass or a fantastic kick meant nothing because it looked dull and failed to convey the power of a crunching tackle, but now, thanks to Iguana's addition of multiple views and slick presentation this has all changed. NFL plays well too – more or less the same as the MD version – and all-in-all is a worthy conversion.

STEVE MERRETT

GRAPHICS	88
SOUND	81
PLAYABILITY	88
VALUE	85

OVERALL

88

video

In this regular new feature we bring you the hottest new arcade machines to splashdown in the UK. We'll be shedding blood, sweat and tears in an attempt to review each new machine as they invade our shoreline

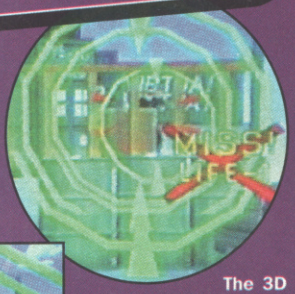
What's the score?

Alright, a new section and a new format for scoring. Hell, why not. If it helps you invest your hard-earned coinage more wisely, we're up for it. So, how does it work? Well, each title has custom ratings that are relevant and applicable to its particular genre. Each style has five categories and these, marked out of 20, go to make up the game's final score. Incidentally, any coin-op that scales the dizzy heights of a 90 plus score will be awarded a CVG Hit!

Cop This

Virtua cop

- *Shoot-'em-up*
- *£1 per play*
- *Sega*
- *1-2 Players*



Sega's latest addition to their popular Virtua range puts the player on the frontline as a gun-totting law enforcement agent. Like a hybrid of Mad Dog McCree and Lethal Enforcers each player has a light-pistol which can be powered-up to cause some serious damage.

Set over three increasingly difficult levels, you must wreak vengeance on the perpetrators of evil while being careful not to be too psychotic and shoot those innocent bystanders and hostages

The 3D models are quite exquisite and the animation of the hoods is excellent. Both their attempts to draw their guns and their subsequent death-throws are beautifully animated and the whole thing updates and scrolls towards you like a dream.

You may consider a quid a bit steep, but after you've played it once you'll realise what a classy title this is. A dead cert to be converted for the Saturn.

SPRITES	18
ANIMATION	19
POWER-UPS	14
PLAYABILITY V cpu	18
MULTIPLAYER	18

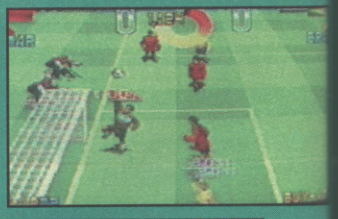
87

Eat my goal!

- *Sports Sim*
- *50p per play*
- *Taito*
- *1-2 Players*

Power Goal is the latest version of Taito's popular soccer game, but while the control mechanism remains the same (a control stick and multifunction buttons which alter depending on whether you have possession or not) the graphics, play and views have been updated for '95.

In its previous existence your style of play was determined by a combination of the manager you chose to lead your side and the team you actually selected. The



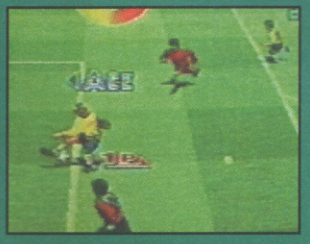
drome

Taito power goal

- SPRITES 12
- ANIMATION 13
- CONTROL 17
- PLAYABILITY V cpu 11
- MULTIPLAYER 18

71

problem was that the choice was quite limited and any tactical aspect to play was lost. This has been addressed and now there's more teams and managers than you can throw a Cantana kung-fu style kick at.



Power Goal also brings out the Tony Adams (hey, careful mush – Ed) in you, as you can perform a variety of professional and cynical tackles, but beware because if the ref sees it you'll be in his little book.

Power Goal won't be everyone's half-time cup of tea when played against the computer, however it does excel in two-player mode against a friend.

Ace driver

- Driving Sim
- £1 per play
- Namco
- 1-8 Players

Ace Driver is the latest of those brilliant titles like Ridge Racer 2 and Daytona USA which allow race link-ups between players. Ace Driver however, rather than putting you in the saloons that Ridge and Daytona use, seats you in Grand Prix cars like Virtua Racing.

It's Virtua that we should naturally compare Ace Driver with, however the graphics are more akin to the quality of Ridge or Daytona; outstanding. Ace is exceptionally smooth and updates at a frighteningly smooth rate for the amount of detail involved. But, we're not just dealing with something that just looks pretty because Ace Driver is wickedly addictive.

Once you add the sheer luxury of a fully hydraulic seat equipped with stereo speakers and the various views to race from, you've got a hell of an experience and one worthy of pushing your last sweaty quid into.

- SPRITES 18
- ANIMATION 18
- REALISM 17
- PLAYABILITY V cpu 16
- MULTIPLAYER 18

87

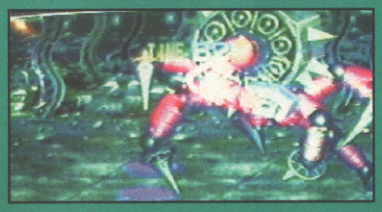
FUN LAND

No learners please

C3PO with attitude?

Armoured Warrior

- Shoot-'em-up
- 50p per play
- Capcom
- 1-2 Players

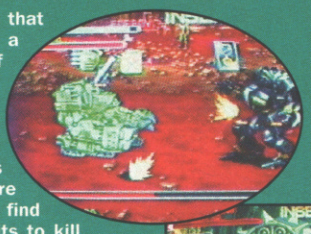


Armoured Warrior is a horizontal shoot-'em-up cum beat-'em-up which stars huge robots, that can be powered-up through play. At the outset of play you choose from four robots to control, each with different abilities. The controls are the standard joystick and three buttons; jump, shoot and punch respectively.

SPRITES	12
ANIMATION	13
POWER-UPS	15
PLAYABILITY V cpu	15
MULTIPLAYER	16

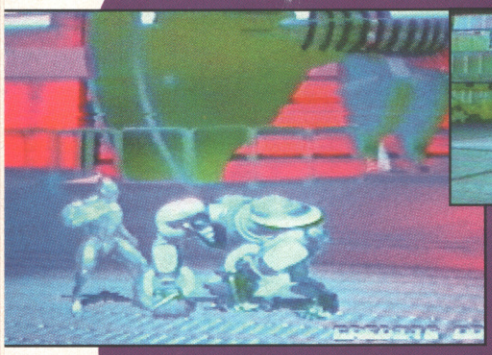
71

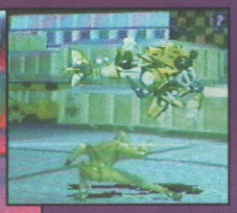
During each stage various power-ups in the form of robot arms can be picked up from the metal debris of dead robots that have been obliterated on the way. These include a huge drill, a grappling hook and a wide range of different rockets. Each robot also has a Vulcan gun attached to its shoulder, but it only has a limited supply of ammo, though reloads can be collected during the game.



At the end of each stage there is a huge boss for you to defeat in order to progress. These are complete beggars to destroy and you'll probably find yourself having to feed the machine more credits to kill them. This game is bloody hard but it is well worthy of your hard earned cash!

Hype of the century again?

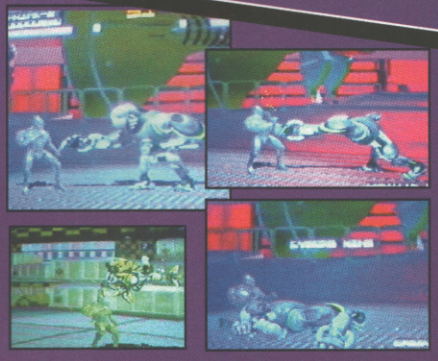




- Beat-'em-up
- 50p per play
- Mirage
- 1-2 Players

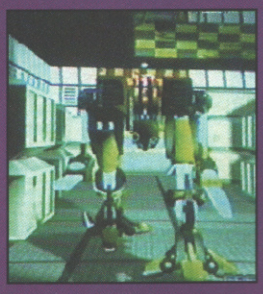
SPRITES	14
ANIMATION	12
SPECIALS	7
PLAYABILITY V cpu	5
MULTIPLAYER	8

46



You've burned the book, you've thrown away the video game, now experience the coin-op. The arcade is awesome with juggle combos, special moves and gore galore!

Actually I lied, it's a complete load of crap like the video game but this time you're paying 50 pence a go! Basically, this is the same as the disenchanting home version that was given the hype treatment, but with a few extra characters. The robots are well animated, but it's almost impossible to do their specials. Ultimately, this means you'll see the Game Over screen almost as soon as you choose your character. Coincidentally, the Game Over screen is the best part of the game.



Rise of the Robots Arcade

Skoda Rally? I don't think

CVG HIT!

Sega Championship Rally 1995

- Driving Sim
- £1 per play
- Sega
- 1-8 Players

Have you ever sat down to watch the Lombard Rally and thought to yourself I really want a crack at that? Well, Sega's latest driving escapade enables you to do just that.

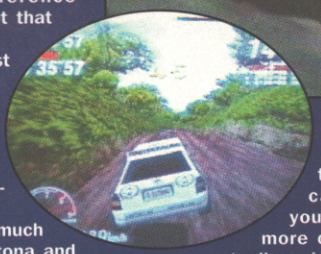
The 'Top Gear' experience comes equipped with two of the top cars on the rally scene at the moment, the Toyota Celica GT Four and the Lancia Delta HF Intergrale. There's really no difference between the two, except that the Celica looks cooler.

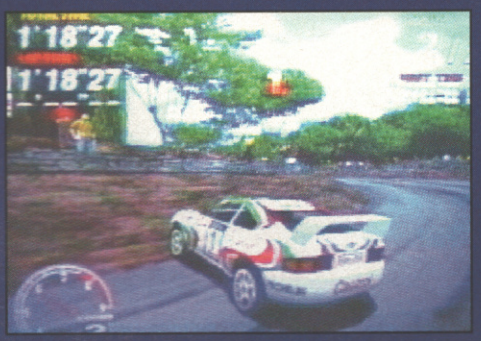
Sega Rally is the first game to be developed by AM3, who are the new research team born out of AM2, the team responsible for Daytona (see pages 15-21) and Virtua Fighter.

The backdrops are much more detailed than Daytona and the buildings are drawn absolutely superbly. There are three stages, forest, desert and mountain and each one incorporates such high graphical detail that it's almost impossible to tell them from the real McCoy.

Detail is such that on parts of the course a helicopter follows you around, hovering straight in front of you and sweeping up dust and debris from the track, momentarily blocking your view.

It's apparent that the programmers have concentrated more on realism and the drive of the car than the actual race itself. As you career around each course you find yourself spending time more on manoeuvring the car than actually racing.





To help you, and keep in line with the realism, you're given a co-driver who lets you know when a corner is just about to come up and whether it's sharp or gradual. Cornering is given an extra dimension of reality as you'll find yourself fighting inertia and the wheel as your car starts to slide out, but be careful not to over compensate.

Like the best in its genre, the object of the exercise is to win. Well, in Sega Rally, what sounds like a formality is actually extremely tough. The other drivers seem to have high intelligence.

This is probably the best race sim I have ever played and if this is the shape of things to come from the AM 3 team I am sure arcado-philes are in for a real treat. A slight niggle is the control of the car, it's harder than trying to steer a shopping trolley, but worth persevering with.

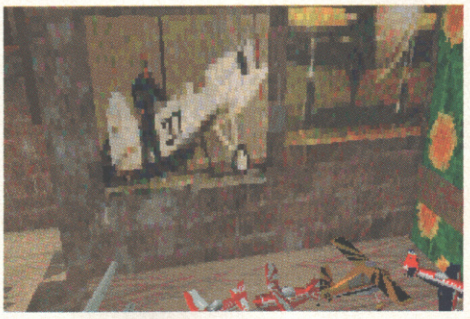
Sega Rally is a real winner and beats Daytona hands and feet firmly glued down. The virtual seat only adds to the thrills and helps push Sega Rally into pole position.

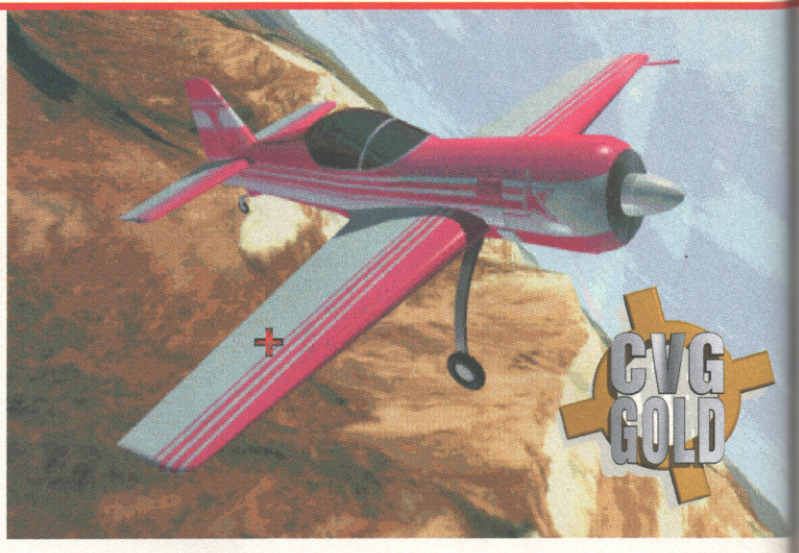
SPRITES	19
ANIMATION	19
REALISM	19
PLAYABILITY V cpu	18
MULTIPLAYER	19

93

PC CD-ROM

■ Flight Sim ■ Virgin
■ £Unconfirmed ■ Out June
■ No other versions available
■ No other versions planned





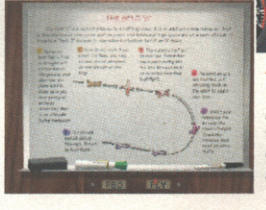
flight

Make like Gandalf's birds and fly, fly you fools with Virgin's latest lovely PC release; it's just like flying a real plane but without the travel insurance.

There's a number of ways to fly. You can buy a ticket at an airline company, or learn in the RAF. Or you could just be the kind of spawny kid who's got loaded parents who buy you everything you want and pay for flying lessons when you're about seven. However, there's only way to pretend to fly – and that's by sticking out your arms and running around the park going "rrrnnyyeeer" and tipping your shoulders when you turn to simulate 'banking'. But if that's too much embarrassment (or fresh air) for you, you could always rely on the tried-and-trusted legion of PC flight simulators.

But it's a jungle out there, with all those millions of flight sims available. You don't want to spend a massive ruck of cash and rush home to find you've got Mike Smith's Stunt Helicopter Fun. You want the bona fide BEST FLIGHT SIMULATOR IN THE WORLD. And that, according to Virgin, any road, is exactly what Flight Unlimited is. They reckon they've got the closest thing you'll find to real flying without taking massive loads of evil drugs. And we're not ones to argue, especially as this is also fully VR-headset compatible (one of the first titles to boast this feature), so if you're dead wealthy (and probably have a real plane anyway) you can experience flight sim action BEYOND THE LIMITS OF HUMAN BELIEF. Or perhaps not.

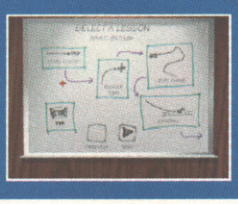
This view allows a good look at the controls as well as the landscape below. ▶

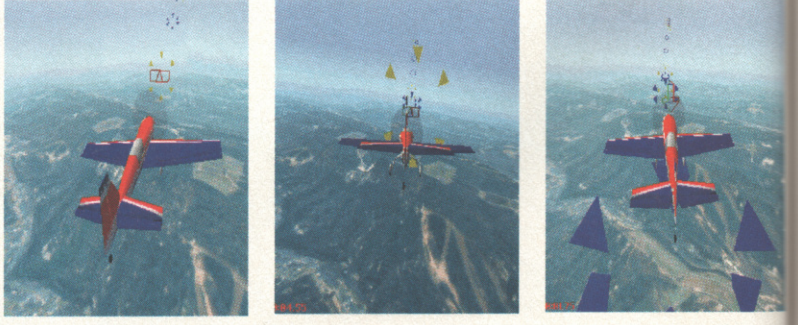


◀ *One of them flying lesson things fully explained. How nice.*

SAVED BY THE PARACHUTE

You might think this simulated flying lark is a piece of cake, but not even computerised flying authorities will let you up in the air until you've got your pilot's licence. Sort of. Unless you're a real pilot and a games genius rolled into one, your best bet is to head straight for the Flight Training option, where a real honest-to-gosh flight instructor offers advice and warnings as he guides you through a selection of 25 cool-looking aerial stunts. Once you've completed this course you're safe to fly free and invent your own.



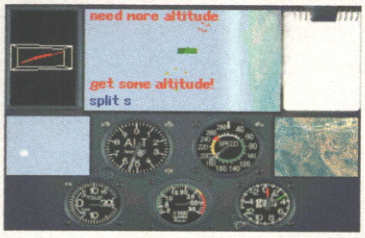


▲ *Cor lordy, just look at those graphics. You know they used to say 'graphics don't make a game', but if this had little stick visuals it wouldn't be half as good. So there.*

● GAME DEVELOPED BY LOOKING GLASS ● CONTACT VIRGIN (0181-960 2255) FOR INFORMATION

▲ The sun glare intensifies as you turn towards it.

▲ That's a good landing. The spawny swine.



▲ God damn it man, listen to him! Get some altitude before you kill us all!

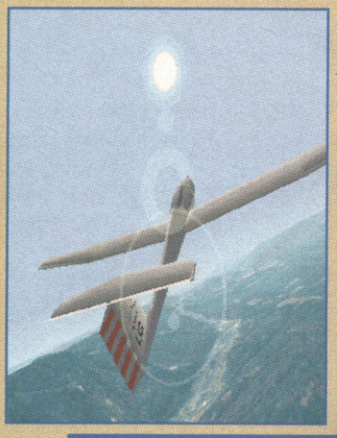
HEY – THAT'S MY CAR

Every flight sim worth its salt has had a pop at reproducing realistic landscapes to pass over. From the Empire State Building to the Golden Gate Bridge (they're generally developed in America), numerous real places have been polygonised and presented for players to pilot their planes above and around. But Flight Unlimited goes a step further by including real, actual real landscapes. This doesn't mean there's a load of soil in the box, but rather that each background comprises thousands of aerial photographs, digitally digitised for maximum realism. You never know, you might be able to crash into your own house, if you're observant enough to see it from 50-thousand feet.

t unlimited

'PLANE SPEAKING

Aeroplanes, you may have noticed, are somewhat akin to humans in that each one is a bit different. Some are big, some are small, some have propellers, some have jet engines and some have no engines at all (and they crash). Flight Unlimited has tried its little heart out to emulate this diversity, featuring five different craft to pilot. One of them, commonly called a glider, even has no engines. The full run down of aircraft is as follows



Bellanca Decathlon (pictured left)
A pretty basic starters plane with nothing fancy to it. Very easy to control, however.
Pitts Special S-2B (pictured middle)
A groovy biplane, much useful for aerobatics thanks to its light weight and high power.
Sailplane Grob 103 (pictured right)
The aforementioned glider, this doesn't handle in the same way as a normal plane, being – as you'd expect – rather floaty.
Sukhoi SU31
A very hi-tech beast designed for combat aerobatics. Almost impossible to handle from scratch, but tops for experienced players.
Extra 300S
A lovely, lovely piece of aeronautical engineering which yields maximum results with plenty of experience.

WORLD BEATER

PC CD-ROM

- Flight Unlimited
- Virgin/£Unconfirmed

Quite frankly, Flight Unlimited probably is the world beater at present. You'd have to spend serious cash to get anything more realistic.

- Issue 163: 95%

VERDICT

PC CD-ROM

The basic premise of Flight Unlimited doesn't make it sound very exciting – take control of an aeroplane and fly it about. But that's reckoning without the superb feel and depth of realism contained within this CD. Having never been on a NASA simulator, I can't say whether this is the best flight sim ever, but it's the best I've played on PC. The choice of aircraft is well balanced, and the variety between flying styles and stunts gives you something to aim for. Changes your outlook on the world, and flight sims.

RAD AUTOMATIC

GRAPHICS	98
SOUND	94
PLAYABILITY	96
VALUE	95

OVERALL

95

HELP!

Do you think RAM is some sort of sheep or that a byte is something to do with eating? Perhaps you thought MPEG was what you used to hang the washing out with? Well don't worry 'cos CVG is on hand to sort out all your techy troubles. So get scribbling to: HELP!, CVG, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU.

SNES AND PC TICKLERS

Dear CVG
I have recently bought myself a SNES while my father owns a 386SX 33Mhz PC for his job and I wondered if you could clear up a few questions I have about both machines?

1. In the summer I want to buy a fast and powerful PC but I don't know where to start. I like ultra fast flight and racing simulations, but don't want to waste my money on a PC which I'm only going to use to play games on. I want a CD ROM drive too. What do you suggest for around £1,000?
CVG: For around £1,000 try and get a PC with this type of spec: 486DX2 66Mhz, 8Mb RAM, Soundblaster and speakers, 250Mb or more hard drive and SVGA monitor. If you can spend a more do so, it's worth it in the long run, especially if you can get a larger hard drive.
2. Under the SNES console there is an opening marked EXT. What's it for?
CVG: Originally it was for the SONY designed CD-ROM drive add-on which has of course since been developed and turned into the PlayStation. It's unlikely to ever be put to any use in this country but in Japan it's used to connect a modem add-on for downloading software.
3. What are the advantages of getting an AV stereo cable for the SNES?
CVG: As long as you have a monitor or TV with composite or SCART connections then you will benefit from vastly improved picture quality. And equally, if you have a stereo monitor or telly, you'll get crisp stereo sound too.
4. Could you tell me the finishing move of Kano of Mortal Kombat on the SNES?
CVG: Quite possibly yes.
5. Out of the following: Wolfenstein, FIFA, Vortex, NBA Tournament, Madden, Top Gear, Mortal Kombat II, International Superstar Soccer, Barkley Shut up and Jam, Stunt Race FX, Probotector, Mario Kart, Starwing, NBA Live '95, Castlevania 4, Donkey Kong Country and Pilotwings which three games should I buy next?
CVG: Mario Kart, Mortal Kombat 2, International Superstar Soccer.
Costas Charalampous, Cyprus

JAGGED EDGE

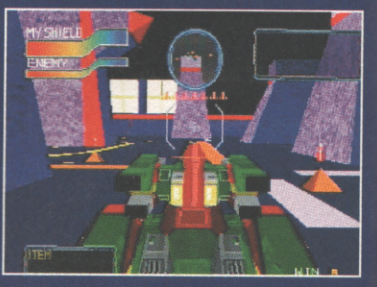
Dear CVG,
I purchased an Atari Jaguar last November and I think it's brilliant, so I would be very happy if you could answer these few questions.

1. I've been reading a lot about the Jaguar CD. Do you have a release date and price for it?
CVG: Yep, it should be out about now at around £150.
2. Do you think I should buy the Jag CD or wait for the Saturn and PlayStation to arrive?
CVG: It makes sense to wait until the end of the year at least, so you'll have a better idea of which machines are becoming successful.
3. Will there ever be a Jaguar keyboard?
CVG: One should appear eventually but no confirmation as yet.
4. Is Crescent Galaxy on the Jaguar any good because it looks absolutely stunning?
CVG: Appearances can be deceptive. In other words it's complete plop.
5. Is there going to be an AVP2?
CVG: Yep.
6. Is Ultra Vortex any good on the Jag?
CVG: We haven't seen a finished version yet, so it would be unfair to judge it.
7. Do you think I should keep my SNES because I think it's pretty good?
CVG: It depends on what games you have. If you have a library of classic titles then yes ,but even so it's worth keeping for any more classic games that are released over the coming months. The SNES has a good two years life left in it yet.
Ben Dicker, Middleton–on–Sea, West Sussex

WHAT'S ORBITING SATURN?

Dear CVG
I own a Saturn and was wondering if you could answer the following questions please:

1. Do you have any new pictures and/or release dates for the following games on the Saturn: Virtua Racing, Panzer Dragoon, Shinobi and of course Daytona USA?
CVG: Hmm, something tells us you don't read the magazine as much as you should 'cos we've printed pix of all those games but hey, we're nice people so we'll tell you that Virtua Racing should be out in September, while Panzer Dragoon is out now on import (and was reviewed last month) as is Daytona (see page15) and Shinobi should be out in June.
2. What games are Namco planning on releasing for the Saturn?
CVG Cybersled is a definite (nevermind) and they have at least 10 other projects on the go.
3. How long would you expect the lithium battery to last in the Saturn?
CVG: The same amount of time as in a cartridge, so about five years. Of course it's possible to change the battery in the Saturn so it isn't really a problem.
4. Will AM3's Sega Rally appear on the Saturn?
CVG: It should be in the arcades as you read this and you can see a review of it on page 90!
Mark Tabron, Liverpool



CD32 WORRIES

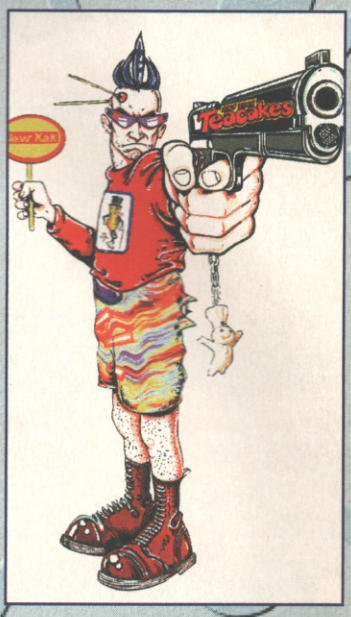
Dear Help!,
I'm thinking of buying a CD32 but I'm somewhat cautious because of the on-going problems at Commodore, so would be grateful if you could answer these questions for me:

1. I read in another mag that there is going to be a CD64 with an AAA chip set. Is this true, and if so how much will it cost?
CVG: It's likely that there is a new machine or two waiting in the wings but until the buyout is complete it's impossible to confirm the rumours or suggest a price for them either.
2. Will LucasArts convert any of their fab talkie adventures to the CD32?
CVG: No.
3. Will Jungle or Urban Strike be converted to the CD32?
CVG: Jungle Strike's already out and jolly good but a conversion of Urban Strike looks increasingly unlikely.
4. Is it possible to use a cheaper keyboard and disk drive with the SX–1 or does it all come in one package?
CVG: Unless you buy a complete package from the likes of Silica or Special Reserve the SX–1 comes naked so shop around for the best prices on keyboards, disk drives and the like.
Rory O' Kelly, Ireland

YOB RETURNS

Dear CVG,
I am a lucky owner of Commodore Amiga 1200 and a CD32, but I'd really like you to answer some questions about my Sega Game Gear:

1. I have completed Sonic Chaos as Sonic and Tails and have seen all the levels and secret levels. When I discovered a sound test (DDUULRLR1) I heard some unknown music. Are there any secret levels apart from the ones where Sonic has to collect the emeralds?
CVG: Do you have many friends?
2. Will Knuckles be making an appearance on the Game Gear?
CVG: Sega haven't confirmed anything yet.
3. My friend says a Manga character called Guyver with Bio–Booster armour is in a game on the Mega Drive and Mega–CD. is this true?
CVG: Tell him that he won't be your friend for long if he keeps on saying things like that.
4. What happened to Yob?
CVG: Who?.
Alan 'Toasty' Hillsden, Dagenham



NEO-GEO CD POSERS

Dear Help,
I was wondering if you could answer some questions on the Neo Geo CD?

1. Is it worth buying one because I'm worried about the lack of software support the machine has?
CVG: As long as you like beat–'em–ups you'll be fine! But seriously SNK have said they will give the machine comprehensive support, but third party support seems to be very scarce.
2. Could you compare the power of the Neo Geo CD to the PSX or Ultra 64?
CVG: No, the Neo Geo CD is undoubtedly a powerful machine but it is getting on and doesn't compare favourably to either the PSX or Ultra 64.
3. Which would I be better getting hold of, a Neo Geo CD, a PSX or Ultra 64?
CVG: At the moment you'd be best off with a PlayStation as the Ultra 64's not going to be available until next year.
4. Will the Neo Geo CD be more popular than it was before.
CVG: Probably not.
5. Should I just stick with my CD32 and see if its position in the 32-bit market improves?
CVG: Things look bleak for the CD32 until something happens with the remains of Commodore. Unless you have a lot of games you'd probably be better off selling it and investing the cash in one of the new machines you've mentioned.
Neil Rowley, Little Hulton, Salford.

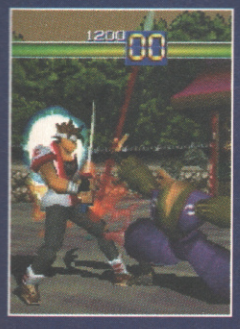
AFFORDABLE SOFTWARE?

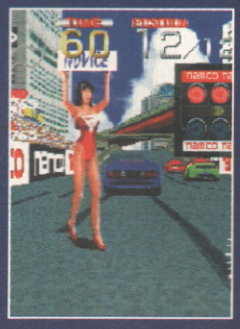
Dear CVG,
Could you please answer these questions as I have been a loyal reader of CVG for years. Cheers!

1. In another mag it said that MK2, NBA Jam and Judge Dredd were going to be released on Jaguar. Is this true?
CVG: Yep.
2. Is Sega making any games for the Jaguar?
CVG: Not directly, but there's a good chance that games like Virtua Fighter could be ported as part of an agreement between Sega and Atari.
3. Will 3DO games work on Jaguar CD?
CVG: Don't be silly.
4. Will Doom 2 appear on Jaguar?
CVG: No plans yet but probably.
5. Are Ultra 64 games going to be affordable?
CVG: Depends what you mean by affordable! There's a good chance they'll be around the £50 mark.
James Quantrill, Bucks

PC OR PLAYSTATION?

Dear Help!
1. I've got a SNES but can't choose between a PlayStation or a 33Mhz 4Mb RAM PC as my next machine. What do you suggest?
CVG: Definitely a PlayStation, a 33Mhz PC just isn't powerful enough these days.
2. Is the PlayStation likely to get conversions of Dark Forces, Doom and Doom 2 and Alone in the Darks 1 to 3?
CVG: Dark Forces and Doom 2 are almost definite but the Alone in the Dark series is only a possible.
3 Is Striker or FIFA likely to appear on the PlayStation?
CVG: FIFA yes, Striker no.
4 Which is better out of Virtua Fighter on Saturn and Toh Shin Den on PlayStation?
CVG: Toh Shin Den has the better graphics and sound and is superb fun but Virtua Fighter has longer lasting appeal.
5 Is Ridge Racer 2 going to be released on PlayStation?
CVG: Yes.
6 Is International Superstar Soccer as good as everyone says?
CVG: Yep and it's coming to the PlayStation.
Ian Mars.





win! a playstation and saturn!

Dispense with those New Machines blues. Stop chewing your nails as you ponder which machine will be toppest of topness next year. Simply pay an old gypsy woman half-a-crown to make you extremely lucky, enter this competition and win both. There, big problems, simple solutions.

OK, assuming you've crossed some palms with silver, sacrificed a goat/chicken/woman of sound virtue to the god of your choice, or are completely cocky and think you've more than a fair chance of winning 'cos you're so completely excellent what you need to do next is answer these little quessies:

1) What PlayStation game has been the highest rated in CVG so far?

2) What colour will the official UK Saturn be?

3) Finally, if you win, what game would you like with each machine.

Name .....

Address .....

.....

Age .....

Machine(s) owned .....

.....

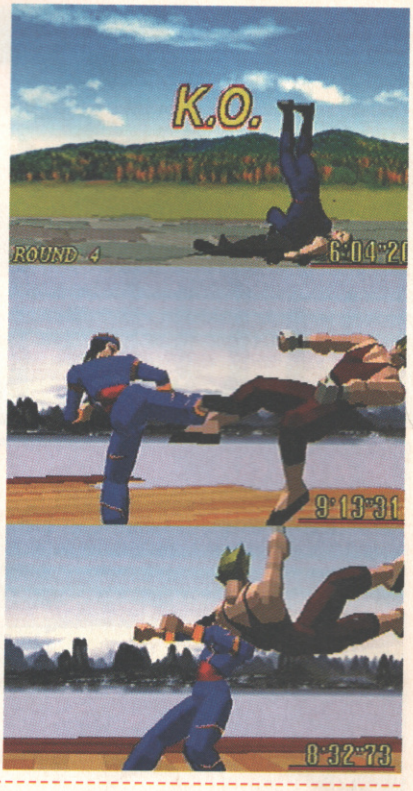
.....

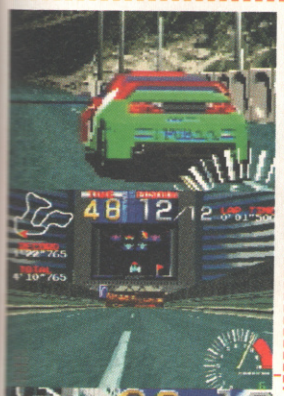
.....

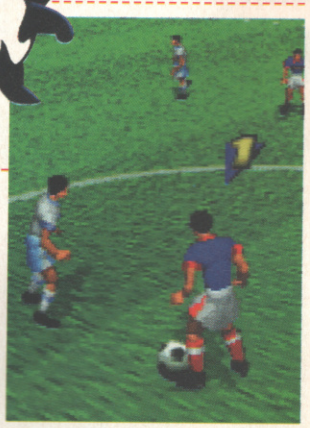
There you go, not too painless. We hasten to add, please don't send in multiple entries, it's not fair on all those deity-worshipping, gypsy-kissing readers who've put in all that work but can't afford more than one stamp. And we'll throw them all away too!

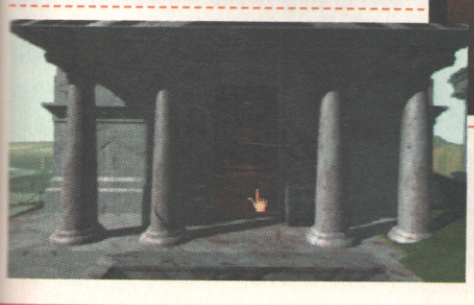
Send your stuff to: What's better, Saturn or PlayStation..., CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The editor's decision is final because he's a deeply spiteful person, there isn't a cash alternative because we're all skint, no correspondence will be entered into because we're too busy writing the magazine.









cheat mode

Greetings you 'orible, 'orible lot and welcome to another four pages packed full of gaming super knowledge. And they say knowledge is power so if that's the case this bulging collection of tips and cheats should give you more power than the National Grid and a six pack of Jolt Cola put together. Enjoy.

AMIGA

FIFA INT SOCCER

Wondering whether the codes from the console version would find their way into this competent Amiga conversion? Me neither but if you were then the answer is a big wobbly YES. Hurrah! To turn the codes off simply re–enter them:

YYYXAAAB: Invisible Walls
XABYYBAX: Crazy Ball
BARBYL: Curve Ball
BABBBBBBBB: Super Kick
AAAAAYYYYY: Super Goalie
AABBYYXX: Dream Team
LLLLLRL: Super Defence
RRRRRLR: Super Offence
SMILERULEZ: Player two can't kick the ball

A1200

THEME PARK

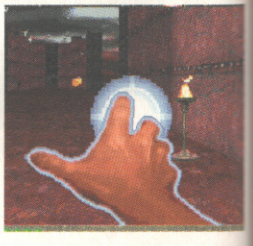
If you enter your nickname as MIKE on the start-up screen and then move your man on to any part of the grass, it's possible to bring up a menu which features all the game's rides simply by pressing Z and X a few times. Simply select which one you want and place it in the usual way. And if you slap the C button a few times you might just find that your cash reserves are pleasantly boosted. But then if you were called Mike you probably know this already as Mike Sutton from Didcot did!

PC

RISE OF THE TRIAD

For all you ROTTers out there having trouble with this smart Doom clone here's a damn handy list of cheat codes which allow you to tinker with most of the game's settings. To activate the codes simply type them in any time during a game a la Doom. Lock and load...

BADTRIP – Shrooms mode
SPEED – Autorun on/off
PANIC – Deletes all changes
DIPSTIC – Turns cheats on/off
GOOBERS – Restarts current level
CHOJIN – Allows selection of all weapons along with invincibility
TOOSAD – Temporary God mode
FLYBOY – Mercury mode
BOING – Turn friction effects on/off
LONDON – Selects fog on
NODNOL – Turns it off
HOTTIME – Heatseeker
BOOZE – Wobbly missile
SHOOTME – But you won't care with this bullet-proof armour
BURNME– Asbestos protection
BONES – Flame Wall
SEEYA – Hand of God
RIDE – Missile Camera on/off
WHERE – Hud on/off (v. smart)
LUNGDUNG – Gas mask!
SIXTOYS – Dishes out all keys in a level
HUNTPACK– Gives player everything
JOHNWOO – Double pistols for extra shooting fun!
PLUGME – Machine-gun
VANILLA – Bazooka
FIREBOM – Guess what, it's a firebomb



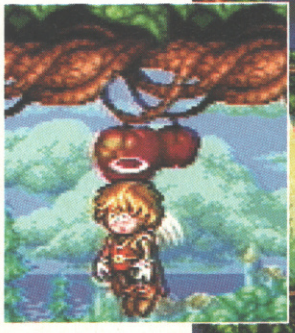
AMIGA

NAUGHTY ONES

Ugh, Kompart's Naughty Ones must have one of the worst soundtracks in existence. Perhaps the best tip we can offer is to play with the sound down, but you might find that pressing DEL, SPACE or RETURN while playing the game is quite useful too as it allows you to skip levels.

AMIGA

FLINK



We didn't think much of this admittedly decent looking platformer from Psygnosis but a couple of you lot have rung in with this intricate cheat so here it is in print. Basically all you have to do is start a game and then crouch down. Keep the joystick (or even the joypad if you prefer) held DOWN and hit the PAUSE button and keep that held down too. Now wiggle the joystick in the following directions: RIGHT, RIGHT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, LEFT, RIGHT, LEFT. Phew. If you've entered everything correctly an option should appear, enabling you to tinker with all the game's parameters.

AMIGA

SKELETON KREW

Rattle the baddies' bones with this neat cheat mode from Dan Markes in Worcester. Simply enter I WOULD RATHER BE WATCHING FOREST (you have to use capitals and make sure to include the spaces too). If all's well, pressing the FULL STOP key will skip a level, while pressing ENTER (on the keypad only) will give you nine lives. Simply repeat when you're running low on men.

PC

PREMIER MANAGER 3

Feeling like a bit of an Ossie in the management stakes? Then try entering these handy phone numbers to save yourself from the dreaded sacking:

945475 – Boosts your bank account by £1.5 million.
010870 – Max all your player's ratings to 99
718143 – Gives you a top notch assistant manager

SNES

MICKEY MANIA

You gotta be good to cut the mustard in the cluttered world of SNES platformers and Mickey Mania does just that, shining brighter than a 50,000 watt bulb. The game's not that tough, but if you can't wait to see some of the delights that lie tucked away in the darker recesses of the cart try entering this chirpy little cheat which accesses the level skip. Go to the soundtest and select Beanstalk 1 and then Extra Try on the FX. Now highlight EXIT and press and hold the L button for around 10 seconds or so. If everything is mellow and groovy the level select option should appear before your very eyes. Cheers to V Eade for that.

SNES

SHAQ FU

The Shaq man's beat-'em-up might look realistic but you can make it even more real life with this blood code. At the options menu press Y, X, B, A, L and then R. A red flash will indicate if the code has worked. Now you can have blood galore in your bouts, though to be honest it looks more like tomato ketchup rather than Mortal Kombat style gore. Ten credits to Andy Newton for that, though we're going to dock 11 credits for buying the game in the first place!

SNES

STREET RACER

A smart game is Street Racer, especially on the Mega Drive, but we still reckon that the pensionable Mario Kart holds the best racer title on the SNES, albeit by the short and curlies. Anyway enough of the rambling and on with the cheating. Here's a cheat which allows you to access the hidden circuits without having to go to all the bother of completing the game. At the Custom Cup select screen simply press L, R, R, X, Y. That is all.

SNES

SPARKSTER

Want another level select cheat? For Sparkster? Good, 'cos here it is. Get your Sparkster cart, slam it in the slot, turn the machine on, wait for the title screen to come up and then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and then A on the title screen. Hurrah, a cheat that's actually easy to enter for once!

cheat mode

MEGA DRIVE

PITFALL

Lurking away deep inside this update to the Atari 2600 classic is in fact a complete version of said game and my, how it's dated. Still if you're looking for a good old splash in the pool of nostalgia here's how to get there. First of all you have to play through to Level 4, the Lost City of Capan. Get to the top of the tongues, kill the snake and the gargoyle on the wall and jump to the left off the platform. This leap should carry you to a platform which holds a rather strange looking scorpion. More importantly it also houses an even stranger door. Go through it and you'll see a collection of bonuses. Jump into the wall on the left and a hidden spider's web will bounce you into yet another hidden room where the warp to the oldie 2600 game lies. Cheers to David Nicholas for supplying those cheats. Alternatively, press down, then button A 26 times and down on the title screen, which is far easier.

SATURN

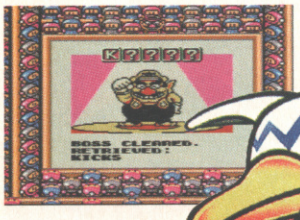
VIRTUA FIGHTER

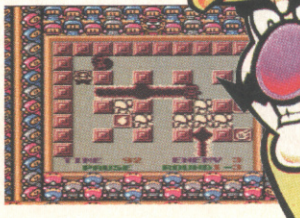
Try pressing UP 12 times on the title screen and then going to the options screen. Move the cursor down to exit and keep pressing DOWN. A hidden screen will appear which allows you to change which stage to play on, as well as the size of the ring.

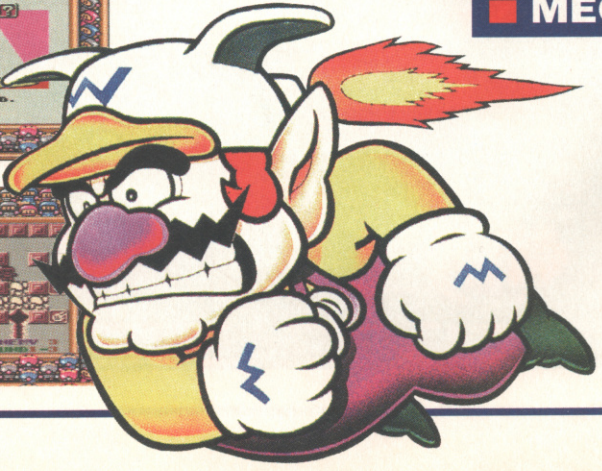
GAME BOY

WARIO BLAST

We knew this one already but there's probably plenty of you that that don't so a big hand to James McInteer in Birmingham for revealing it. Once you get a code or two try entering them in backwards, so 6007 becomes 7006 for instance. This replaces the evil Wario dude with Mr Goodness himself, Bomberman. Pretty pointless, but interesting nonetheless. Probably.



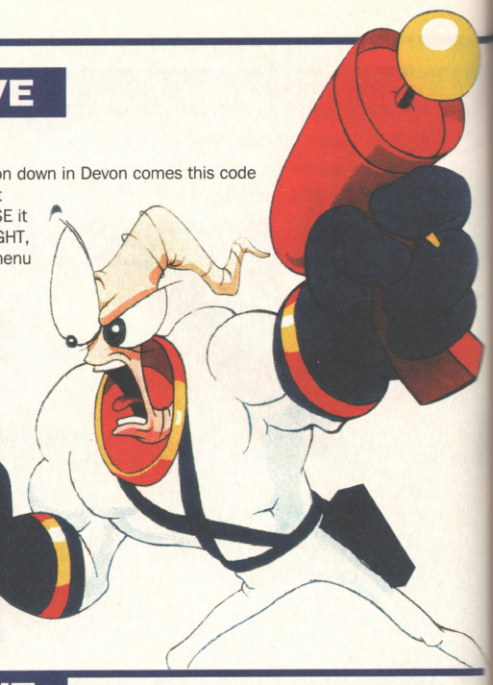




MEGA DRIVE

EARTHWORM JIM

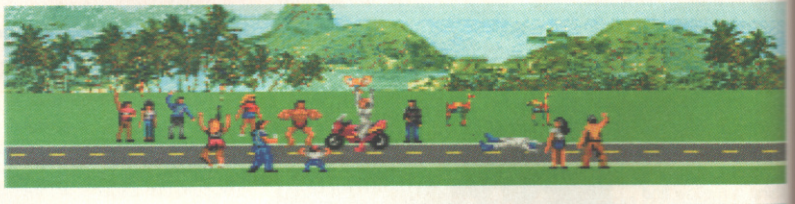
From the pulsating brain of Daniel Bolton down in Devon comes this code to allow you to access the hidden cheat menu. To access it, start a game, PAUSE it and then press A+LEFT, B, B, A, A+RIGHT, B, B and A. Do it right and the cheat menu will be all yours.

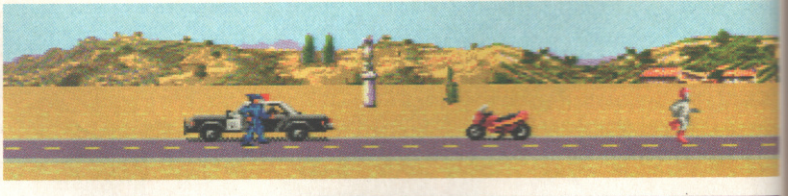


MEGA DRIVE

ROAD RASH 2

Arguably the best in the series, here's a timely reminder of a neat cheat for this classic game as number three hits the shops. Simply press DOWN, A, C and START on the title screen. You should hear some pleasant Hubbard chords if everything's gone OK. Now proceed to the bike shop and you'll be greeted by the large and throbbing Wild Thing 2000 bike which is yours for the taking.





MEGA DRIVE

PSYCHO PINBALL

Flipping top pinball action from the Codemasters crew, but if you're having more than a little trouble getting to the sub–games then try these cheats courtesy of David Nicholas. Cheers David. While playing a game PAUSE it and press B, A, B, B, A, C, A, C.

ARCADE

CRUSIN' USA

Danny Boutros has driven in with another fine cheat for this vastly overrated arcadester. Once you've put your money in and have a credit, press and hold buttons 2 and 3 and highlight each stage. You should know be able to race along the hidden Golden Gate Bridge circuit. Top one Danny boy!

GAME GEAR

MORTAL KOMBAT 2

Crikey, it's just like having a complete arcade game sitting warmly in your pocket with this impeccable conversion of the arcade monster. And thanks to Ian Barthold from Epping it's even more realistic. He's discovered an outstanding cheat which allows you to fight both Jade and Smoke and you'll find them like this:

JADE: Press diagonally up/right twice when your selected character's picture passes the question mark on Mortal Mountain.

SMOKE: Fancy a round with Smoke? Then hold START and DOWN when the Toasty! Man appears. That's all there is to it.

CD32

LIBERATION

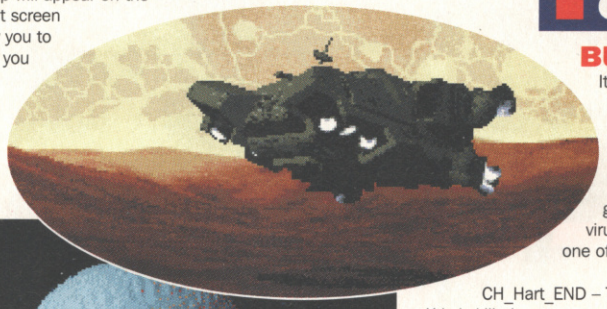
An oldie but definitely not a mouldy, Crowther's classic strategy is arguably the greatest thing yet to happen to CD32. It's on the large side of gigantic though but hey, here's Neil Rowley from Salford cantering towards us with a handy cheat to make the thing more manageable.

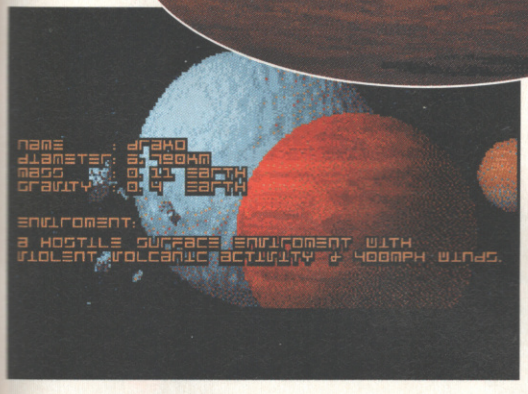
First of all complete most of level one and make sure you have the data crystals. Save the game and reset. When you load your game up you should be on the next level with the data crystals. You can repeat this and skip through all the levels! The data crystals also tell you where each captive is but you're still have to track them down yourself.

MEGA-CD

BATTLECORPS

The Mega CD has a lot to thank the Derby lads and lasses for, not least the cracking blaster that goes under the Battlecorps monicker. This is one mutha of a large game so don't feel too guilty if you decide to use the cheat thoughtfully supplied by D. Rogers in Blackburn. He suggests going into the practice mode and then PAUSING. While paused press B, A, B, A, RIGHT, A, C, UP and START. The screen should now start to flash. When you return to the game a map will appear on the character select screen which will allow you to select the level you wish to play on by pressing the joypad either UP or indeed DOWN





SATURN

VIRTUA FIGHTER

First off is a cheat which lets you play as the hidden and rather metal looking Dural. To select him go to the character select screen and press DOWN, UP, RIGHT then A+LEFT. That spells Dural in case like us you didn't notice!

CD-I

BURN CYCLE

It's about time there were some decent tips available for this CD classic, and slap us with a large German Shepherd, Richard Eastwood from Essex has darn well provided some. What you have to do is start a new game or resume an old one and go to the inventory. Once there click on the virus icon, then the save option and enter one of the following codes:

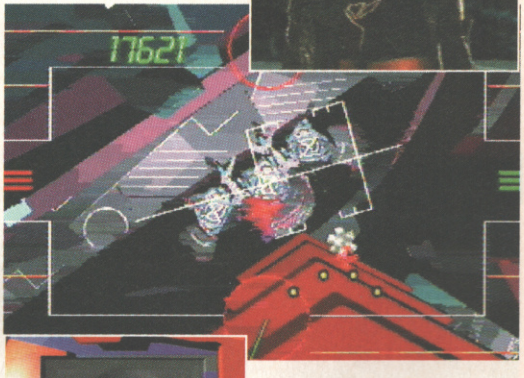
CH_Hart_END – This will take you to the section just before Kris is killed.

CH_KARM – Will transport you to the Karmic church.

CH_HTEL_EXT – Takes you to the hotel exterior.

CH_HTEL_INT – Zaps Cutter to his hotel room.

JOHN_WHO – Will play all the non–interactive bitz.



SATURN DAYTONA USA

Mirror Mode: select Saturn mode and when the course select screen is on hold down Start. This mirrors the maps, then press the C button on the course you wish to Start. Karaoke: hold Up while picking course and transmission and press the C button. When the game starts the words appear and the speech is lowered. To stop the reels on the beginner course bandit press the X button while you approach it. To speed up the Game Over press Start. To reset to the title screen hold down A, B, C buttons and press Start (works on all Saturn games). And finally, to make Jeffry dance stop in front of him and press X.

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them in and get a name check courtesy of CVG's Cheat Mode. So send your cheats, tips etc to the following address...

CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

cheat mode

Hagane, Hudson Soft's new SNES monster hits the SNES, and who else but CVG can bring you the ultimate player's guide with EXCLUSIVE tips to boot. This guide takes you step-by-step through every stage of every level. We give you all the tactics on beating all the mini bosses and end-of-level guardians. We give you, if you will, THE Hagane guide!

hagane

SNES

STAGE: 1-1

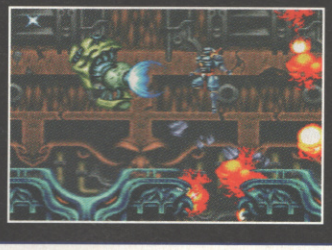
This primitive stage presents Hagane with the opportunity to gain a lot of power-ups as well as experimenting with his array of artillery. The ship that attacks Hagane on this stage releases Koma soldiers armed with guns. Take out the cannons and the napalm dispensers to overcome him.

STAGE: 1-2

Watch out for spider-like creatures that are attached to the ceiling, as they lob rocks at our hero. Hagane will come to a ledge where he can advance no further, or so it seems. Use his double jump to bounce off the walls to gain access to the higher platform. Now this is where you fight the first mini-boss. Keep Hagane at a distance and use your shurikens, when he nears you double jump over him and continue the process.

STAGE: 1-4

Hagane dashes as the ground crumbles beneath him. Try to stay back as you will be able to see the upcoming chasms. The enemies above are no threat, just jump and take 'em out with your sword.



STAGE: 1-3

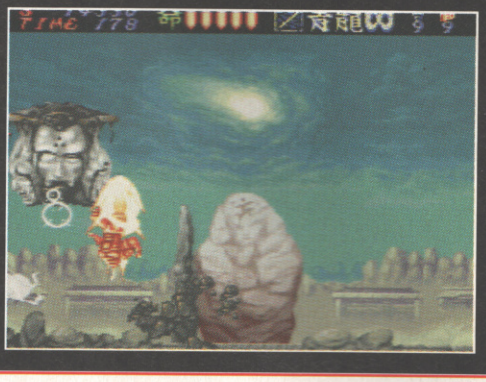
Carefully edge Hagane along the first section as there are giant worms which rip through the floor to get at him. You'll need to be precise with your jumps when trying to complete this level.

STAGE: 1 BOSS

Watch the shoulders of the sorcerer's two guardians, they twitch when they're going to punch. Stay on the opposite side to the one that is about to strike. Attack the sorcerer with your blade as this does the most damage.

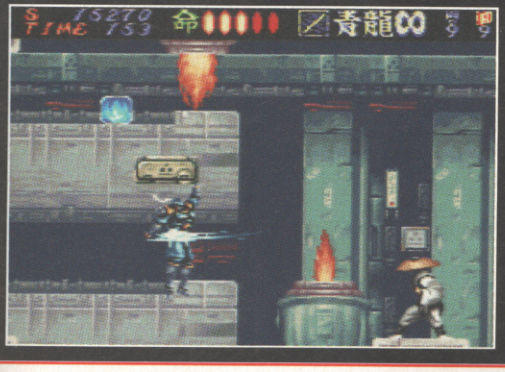
STAGE: 2-1

Hagane laughs in all three faces of this guy, er, thing. All he need do is stay at the side of him and use his trusty shurikens, it's that simple.



STAGE: 2-2

A nimble set of fingers are the order of the day if you're gonna survive this one. Use a mixture of double jumps and hang onto the moving platforms to transport you to other areas. This stage is an inferno and can be very tricky!!

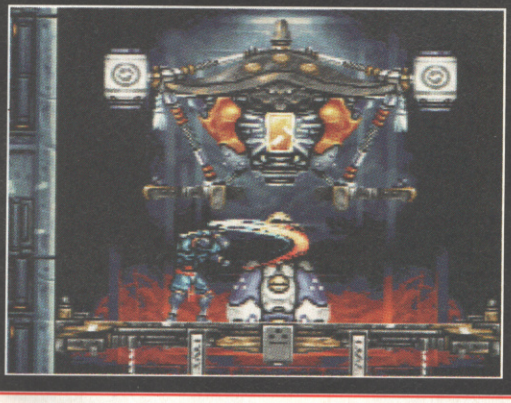


STAGE: 2-3

At the beginning of this stage Hagane is faced with a gigantic machine. To get to the top you will need to do double jumps and bounce off the wall to advance. Making sure you stop to land on the platforms to take out the guards. Once at the top Hagane will need to take out a reactor. To do this position Hagane in the far left and arm him with the infamous shurikens. The reactor can only sustain damage when the centre expands, this is when Hagane must jump and fire those shurikens.

STAGE: 2 BOSS

This boss can only take damage when the bottom falls away to reveal a sphere which you should then attack with your blade. When the boss reconnects itself it will fire out spheres. These spheres can be destroyed by the aid of your sword.



STAGE: 3-1

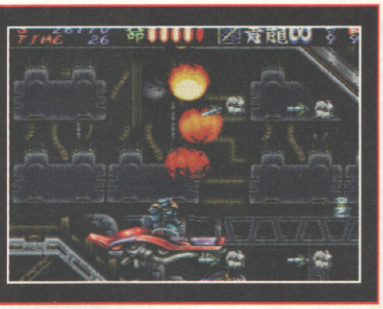
Woh, this is action! It takes place on top of a warship that has missiles pouring out from its surface. On this stage Hagane will encounter some new enemies, one in particular will cause some problems. This guy wields a ball on a chain, which has half a screen's range. The easy way to defeat him is to wait until he lashes out with his weapon, jump over it and crouch close to him while repeatedly attacking with your blade.

STAGE: 3-2

Hagane will now rip through the surface of the warship so he can stalk down the third boss of the Koma's. Inside the warship Hagane will come across its ceiling-mounted defence lasers. To destroy these jump and cling to the ceiling and unleash the power of your sword. While continuing to the right Hagane will find some rotating platforms. Hop on them and once you have reached the top alight to the left and you will have found a secret room with a heap load of goodies.

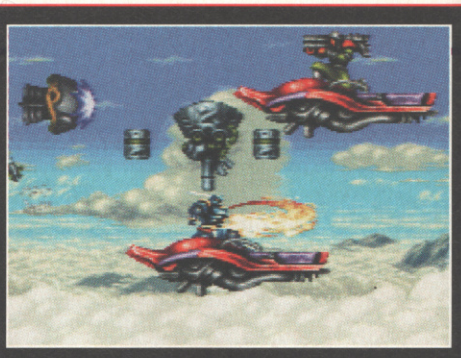
STAGE: 3-3

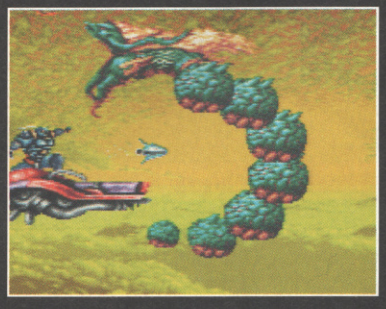
Hagane now mounts his Vision 500 and decides that the ship has now taken a detour into oblivion, and that it's time to get off. This level has Hagane dodging flames and attacking all airborne enemies and retrieving power-ups.



STAGE: 3-4

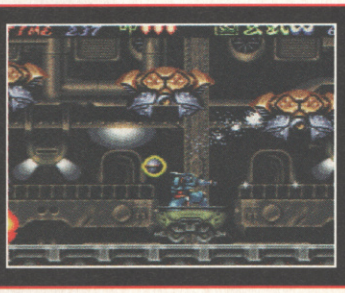
Still on his moped Hagane, now nearing the third Koma boss, must successfully navigate his craft through the evil skies. Taking out every enemy in his vicinity and swiping the power-ups, Hagane is now ready for his third challenge.





STAGE: 3 BOSS

Staying as far back as possible Hagane launches bombs and shurikens at the rabid pony's head. Dodging the boss's fireball attacks and repeating the process will see old Haga's the victor.



STAGE: 4-3

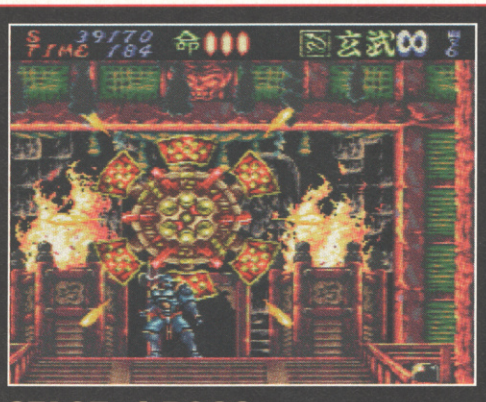
This is a short level for Hagane to overcome. Use the mine kart, which is located to the bottom left, to get across the lava pit. While Hagane is making his way towards the end of this stage he will encounter some swinging hooks. To save yourself from taking damage slide under them.

STAGE: 4-2

Watch out for falling rocks. They can be taken out with the use of Hagane's blade. While exploring the caverns of the Koma, beware of gun turretts that appear from the ground as well as from above. Hagane will have to take on a metal snake. This guy is easy. As soon as he rears his fanged face swab him with bombs.

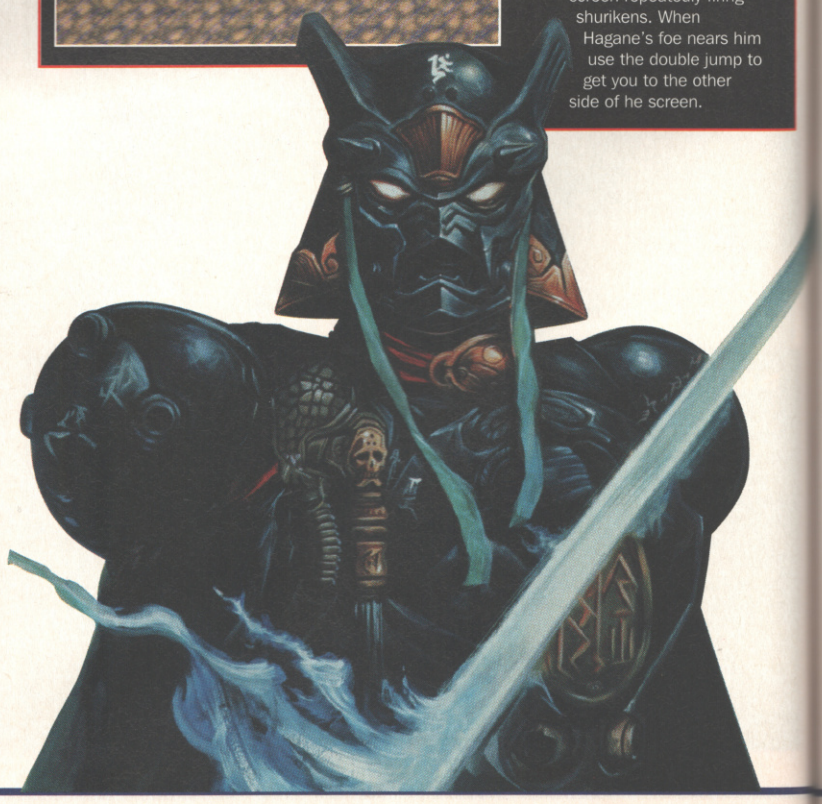
STAGE: 4-1

Hagane has now crash landed in a Koma-infested forest. Arming his blade Hagane takes out Koma clan with ease, but also being cautious of the ninjas who leap from the ground to spill fireballs. Not forgetting the other ninjas who summon flying worms with the intent of having Hagane for dinner. He will also encounter a mini-boss here, to defeat him follow this simple procedure: put Hagane on the opposite side of the screen repeatedly firing shurikens. When Hagane's foe nears him use the double jump to get you to the other side of he screen.



STAGE: 4 BOSS

This Boss has a few simple patterns that are easy to follow, just arm your blade and hack away

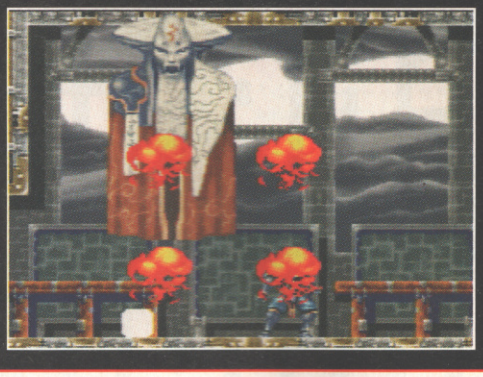


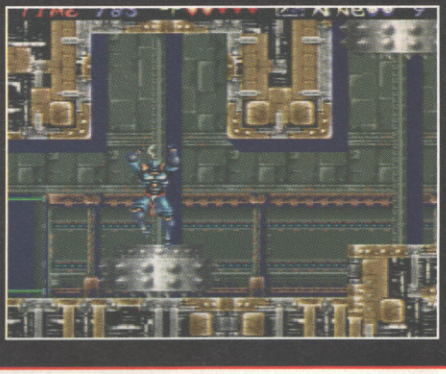
STAGE: 5-1

Hagane is attacked by an aircraft which doesn't seem to do anything if you arm your bombs and lob them in its direction. Straight after the defeat of the aircraft comes along a tank with the face of Patrick Moore. Again use your bombs to take him out.

STAGE: 5-3

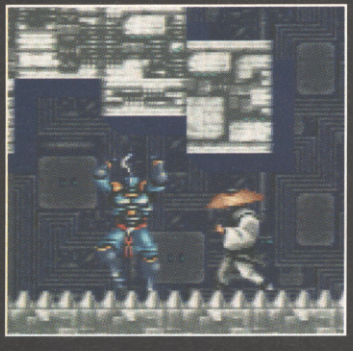
Hagane now enters a room which contains yet another boss character. To defeat him arm Hagane's bombs. Now have Hagane jump and launch bombs in his direction. The boss will attack with some Japanese text, which is slow and easily dodged. He'll also run towards Hagane trying to smash into him, a key tactic here is to slide under him.





STAGE: 5-2

While trailing this stage Hage will find a myriad of doors. These take you to different areas, the key is to use them to gain as many power-ups as possible, these will become an essential from here on in. Also start saving your smart bombs.

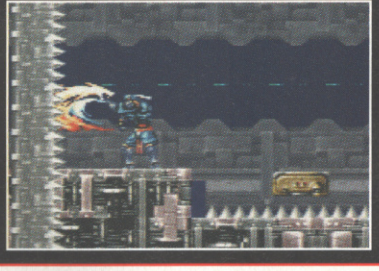


STAGE: 5-4

It's lucky that our Hagane is a bit on the swift side when trying his luck on this stage. Hagane must make his way speedily up the tower, as the spiked floor below decides to come up after him. Try to collect as many of the power-ups that are on offer here; you'll need them!

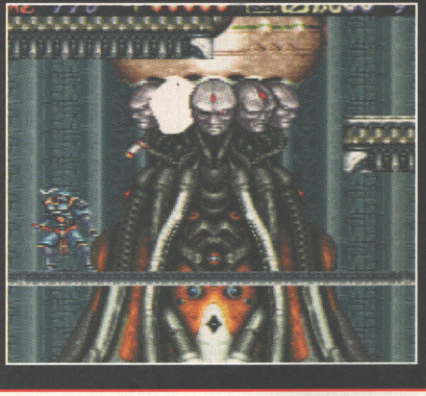
STAGE: 5-5

Here Hagane runs from a wall which appears from the right this time. To slow the chasing wall throw some bombs at it, this will momentarily halt its chase.



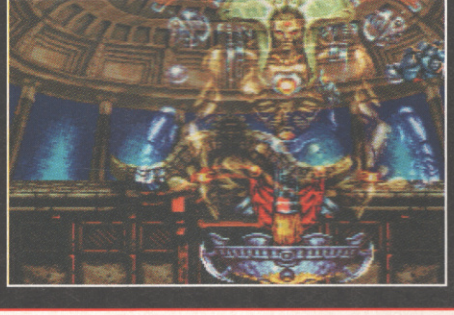
FINAL BOSS

With the defeat of the final boss Hagane had thought he'd won. NO! Before the Koma boss died he set of a Mega, Super, Hyper, missile that was capable of destroying the world! Well our Haga isn't having any of this! So he chases after the missile. The missile has two sections to it. The first should be taken out with Hagane's blade and the second part should be attacked with all your smart bombs as well as your standard bombs. Oh yeah! You've got just over a minute to do this!



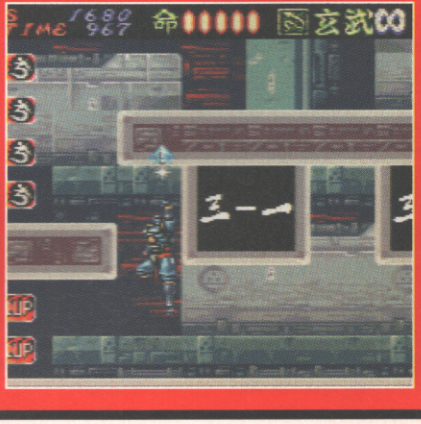
STAGE: 5-6

Wah, Hagane has made it to his final challenge. To defeat the Koma's head boss arm your bombs. Make sure you do not use any smart bombs. Stand on his platform until he is about to attack. When this happens jump to the side of the screen. Then out pops a sphere within a metal casing, which is weak spot. When this is revealed lob bombs at it.



EXCLUSIVE HAGANE CHEATS!!!

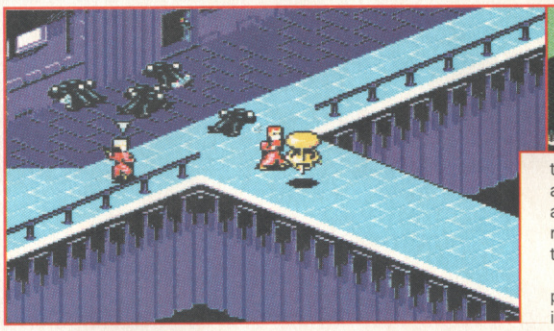
For infinite continues enter the CONFIG screen and play the following tracks: 9, 8, 7, 6. If done correctly you will be able to continue as many times as you wish. For a level select do the above and play the tracks 4, 3, 10, 18, then start the game. Pause the game and press the following buttons simultaneously: L button, R button and the X button. Voilà tout!



cheat mode

Syndicate

Get rid of those global domination blues with the second, and final part, of our Syndicate guide...



SNES/MEGA DRIVE

WESTERN AUSTRALIA

First destroy all the enforcers – they are scattered all over the place. When you have found all of the droids make your way to the exit zone down the extreme bottom right.

NORTHERN TERRITORIES (AUSTRALIA)

This level is tough and is best left as late as possible. When you start, put your team in group mode and panic them. Run out of the building and to the right. Go around the corner and make your way to the bottom left. The first weapon you will need to take is in the small square building.

Next, make your way back up and around to the top left of the building you started in. Stand in the clearing at the top and kill the enemy agents. Do not enter the thin corridor.

When they stop coming, take one agent into the small corridor, run up to the small square underground room and take the weapon. The third weapon is over in the extreme top left, and the forth is down in the extreme bottom right, in the room at the end of the pier.

If there are any agents left you will have to kill them before you finally evacuate. The long tunnel that starts at the top, goes all the way down the right hand side and finishes at the bottom.

NEW SOUTH WALES

Run straight down to the bottom right and persuade the bloke there. Then assassinate the guy at the top right near where you started. Finally, evacuate from the left hand side near the group of telephone boxes in the railed off area.

ALASKA

Run down to the large square building at the bottom left. You will have to persuade the man hiding in it. Evacuate from the bottom right by running all the way up and around the left-hand side of the thin building in the centre of the level.

NORTH WEST TERRITORIES

Take the gausse gun from inside the building at the top left, assasinate the man running around near there. Go back inside the building and on to the next mission.

YUKON

This is a good level to try and gain some new agents if you are running low on them, as the enemy are easy to persuade. Anyway either persuade or kill all the agents. They are not hard to find. Evacuate from the top middle between all of the buildings.

NORTH EAST TERRITORIES

This a difficult level so approach with caution. You have to assassinate three people.

The first is over at the bottom right, near a small bunker. The next, a droid, will be back where you started, at the top left. The third is likely to be down at the bottom right, near where the first victim was, so it pays to kill everyone in the area the first time you go there.

Next up, kill all of the agents – who will be scattered absolutely everywhere by now – and finally exit at the bottom right behind the small square building that is to the right of the bunker.

GREENLAND

At the start, select one agent to run up to the top middle of the level. This is where you will find most of the guards that have to be destroyed. You will now have to assassinate two individuals who can be found at the bottom right and the bottom left respectively. Finally, evacuate up at the top left.

NEWFOUND LAND

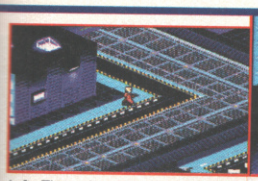
When you start, the red agent will be alone in the middle of the level. It isn't advisable to attempt the mission with him alone as he will die quickly, so rendezvous with the others at the top-left.

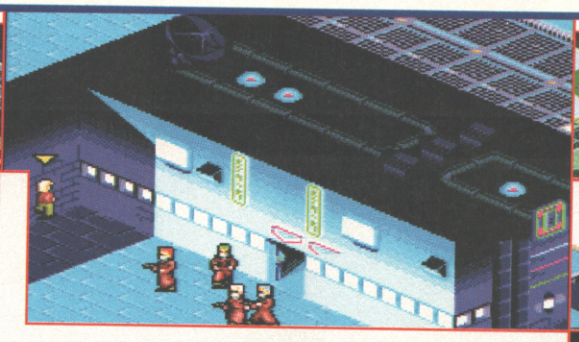
From here it seems like the person you want to assassinate is straight down, but you will find that you have to make your way round the whole level in a clockwise direction until you reach the target at the bottom left.

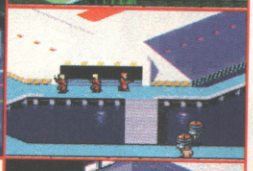
To evacuate, you will have to try and retrace your steps as far as the area to the right of the centre of the level, where you should be able to see a large yellow 'H' by an air filter in the middle of a clearing. Make your way there.

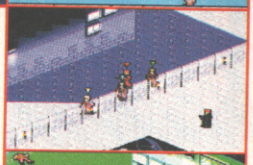
CALIFORNIA

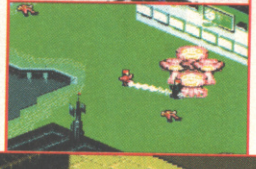
First kill the man hiding in the thin building near the bottom











left. There is a thin footbridge that you will have to negotiate leading up to it. Next kill the enemy agents; they will be near by. Evacuate via the top left by the two ventilation shafts.

ROCKIES

Kill the enemy agents in and around the bunkers that you will find inside the fenced off area to the right of where you start off. Destroy the two cars to the left of the large bunker, then evacuate on the left-hand side.

MID WEST

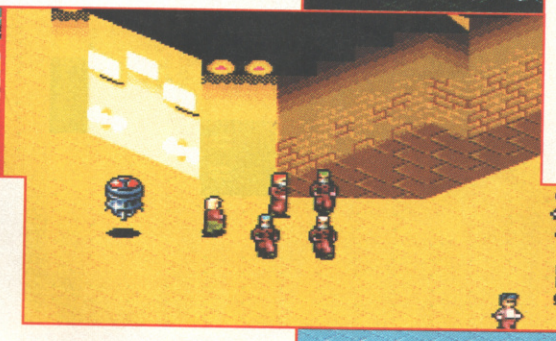
Run diagonally up to the left and kill the man inside the building with the fenced off area on its right hand side. Evacuate by the flat building at the top right.

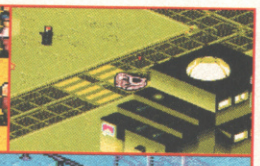
NEW ENGLAND

Take the case from inside the building at the bottom left, then make your way to the exit in the middle of the level. It's in a lake with several small platforms connected by narrow bridges.

COLORADO

Assassinate the man by the 'L' shaped building near the top left, then the man inside the nearby building, which has a small area of water in the middle. The last man to kill will be in the building down at the bottom right. To evacuate from here do so from the bottom left.





SOUTHERN STATES

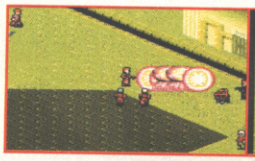
First kill the armed agents; many of them will be hiding in their headquarters, which is the large bunker at the bottom left. Then kill the few civilians over at the right hand side, and leave via the evacuation point up in the top left near four parked cars.

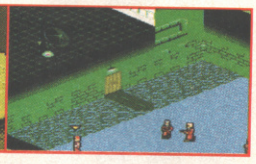
MEXICO

Watch out for enemy agents, as some of them are armed with lasers and gausse guns. Eliminate all of the liberally distributed civilians. There is a time limit though, so don't hang around. When you have shot them all, go back to where you started.

COLUMBIA

Take the weapon you find inside the very large bunker, with the writing on its roof at the top right. Next destroy the enforcers, many of which are armed with miniguns, Quite a few are inside the same building that you are in. Finally, evacuate from the bottom middle level.





NORTH WEST VENEZUELA

Assassinate the man on the small island connected by a narrow walkway up at the top right. The man you have to persuade is right where you start, so it's best to leave most of your agents there. Evacuate to the small building down at the bottom left. Beware of being ambushed!

PERU

The first weapon to be located can be found in a multistory car building just to the left of the top right. Next, assassinate the two men near the two cross-shaped buildings that are near the bottom left of the level. The weapon that you need to take next is in the left-most of these two buildings.

The last weapon that you need is in the thin building at the bottom left. Now you have to persuade a man up at the top left, but to get there you will have to go all round the level because it is cut off by rivers. Retrace your steps back down to the bottom left to finish.

BRAZIL

Kill the locals and then make your get-away down at the bottom right.

PARAGUAY

Destroy the guard inside the thin building just above the bottom left, persuade the two men nearby, then evacuate back where you started at the bottom right,

URUGUAY

Assassinate the man in the building left of where you start. Next, run up the road to the right and the next three targets should be all near each other in and around the road. Eliminate all the droids, police and guards. After that, persuade the man down near the bottom right and take him to the evacuation point left near the big holes in the ground.

ATLANTIC ACCELERATOR

Much of this level is underground, so you'll rely heavily on the radar. From the start, go through the door and up and round clockwise through the underground passage. Then head down to the bottom, turn left and go up into the central opening. Here you should find the first target. Next, retrace your steps until you run into a droid, which also needs to be destroyed. The third target is an agent and he will be back down near the bottom left, in the right of two small enclosures with a tunnel leading up to them.

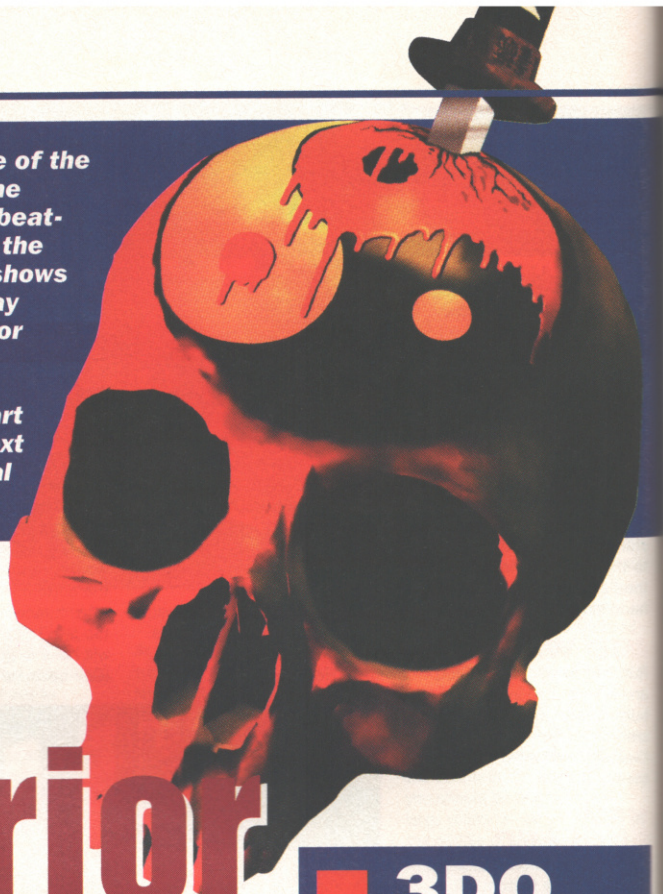
The last man to shoot will be in the left enclosure, and the weapon you need to take will be there too.

WE WANT YOUR TIPS!

If you've managed to complete upteen levels of a game, and in the process acquired the level codes, or you've wangled some great cheats, then send them and get a name check courtesy of CVG's Cheat Mode. So send your cheats, tips etc to the following address...
CVG CheatMode, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

cheat mode

In part one of the guide to the bloodiest beat-'em-up on the 3DO CVG shows you the way your warrior should be fighting! Second part follows next month loyal ones!



Way of the Warrior

3DO

SPECIAL MOVES

KONTORI

Fly/Glide: Repeatedly hit B while in the air.
Fan Throw: DOWN, DOWN/FORWARD, FORWARD and LEFT SHIFT.
Offspeed Fan Throw: DOWN, DOWN/FORWARD, FORWARD, A.
Low Fan Throw: DOWN then press DOWN/FORWARD, A and LEFT SHIFT together.
Stork Torpedo: BACK for 2 seconds then Forward and RIGHT SHIFT together. Hold C to fly.
Offspeed Torpedo: BACK for 2 seconds then FORWARD and C together. Hold C to fly.
Stork Spin: Press BACK and LEFT SHIFT at same time.
Blade Roll: Press DOWN, DOWN/BACK and RIGHT SHIFT.
Head Stomp: In mid air hold DOWN and press C.
Ground Head Stomp: When opposition character is knocked out, jump over him and hold DOWN and C.
Air Stork Spin: Press BACK and LEFT SHIFT together.
Swan Dive: Hold DOWN and press RIGHT SHIFT. Air Torpedo: While in the air press DOWN/FORWARD and LEFT/SHIFT.

Defences and general Moves:

Taunt: FORWARD and BLOCK
Hop Back Defence: HOLD B and tap BACK twice.
Inviso Spin: A, LEFT SHIFT and BACK together.

Fatalities:

Hat throw: DOWN, DOWN/FORWARD, FORWARD then LEFT SHIFT and A together.
Stork Drop: Hold DOWN and press C and RIGHT SHIFT together.

THE NINJA

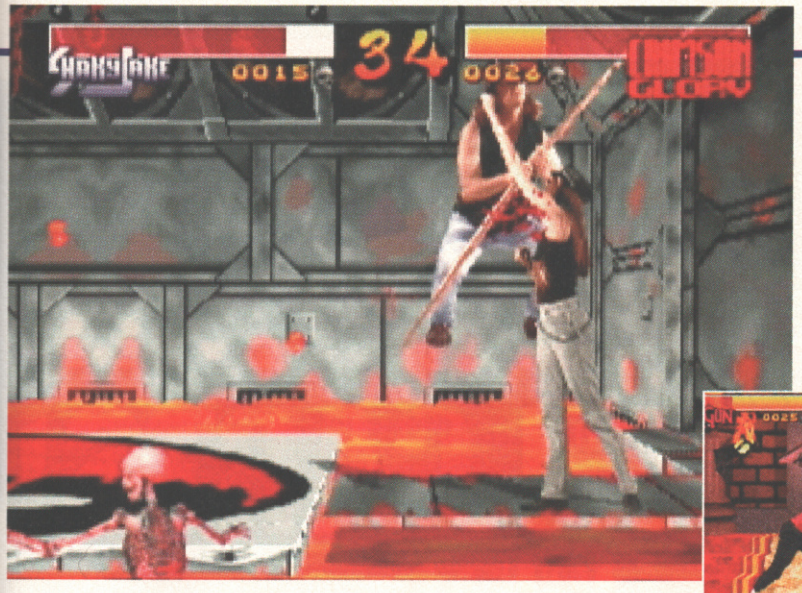
Uppercut: DOWN/BACK AND LEFT SHIFT TOGETHER.
Rapid Defence Kick: Hold B and rapidly hit C.
Electric Strom: DOWN, DOWN/FORWARD, FORWARD, LEFT SHIFT.
Offspeed Storm: DOWN, DOWN/FORWARD, FORWARD, A.
Spin Kick: BACK and RIGHT SHIFT together.
Duck Slide: Hold DOWN/FORWARD and press C.
Ninja Fling: FORWARD and RIGHT SHIFT together while at long range.
Helicopter Kick: DOWN, DOWN/BACK, BACK and RIGHT SHIFT.
Knife: A and C while close to opponent.
Air Slide: DOWN/FORWARD and C while jumping back and away from opponent. Air Spin Kick: BACK and RIGHT SHIFT while in the air.

Defence and general moves

Taunt: FORWARD and BLOCK.
Hop Back Defence: B and tap BACK twice.
Hop to invincibility: LEFT and RIGHT SHIFT together while performing Hop Back Defence.
Ninja Magic Escape: A, B, C and DOWN together.

Fatalities:

Disembowel: DOWN, DOWN-BACK, BACK then A and C at the same time.
Death Zap: DOWN, DOWN/FORWARD, FORWARD then LEFT SHIFT and A together



MAJOR GAINES

Uppercut: DOWNBACK and LEFTSHIFT together.
Grenade Lob: DOWN, DOWN-FORWARD, FORWARD and LEFT SHIFT.
Grenade Low Fast: DOWN, DOWN/FORWARD, FORWARD then A.
Cannonball: BACK then FORWARD and RIGHT SHIFT together.
Bowling Ball: DOWN/FORWARD and RIGHT SHIFT.
Earthquake: While steroid boosted press A and B together.
Sidewinder Kick: While steroid boosted press FORWARD and then FORWARD and RIGHT SHIFT together.
Butt Stomp: While jumping forward or straight up hold DOWN and press C.
Ground Butt Stomp: When the other player is knocked out on the ground hold DOWN and press C.
Paratrooper: While in the air press UP and LEFT SHIFT.

Defences and general moves:

Taunt: Press FORWARD and BLOCK to taunt the opponent.
Steroid Boost Activator: A, B and C at the same time to boost up and again to boost down.

Fatalities:

Super Suplex Toss: A and LEFT SHIFT while close to an opponent.
Back Breaker: While pumped up on steroids, taunt, get close to opponent and then press RIGHT SHIFT.

SHAKY JAKE

Pole Uppercut: DOWN, DOWN/BACK, BACK and then LEFT SHIFT.
Buck Knife Throw: DOWN, DOWN/FORWARD, FORWARD then LEFT SHIFT.
Fireball: DOWN, DOWN/FORWARD, FORWARD then RIGHT SHIFT.
Hurricane Spin: BACK And LEFT SHIFT together.
Flipping Bike Kick: DOWN, DOWN/BACK, BACK then RIGHT SHIFT.
Close Staff Flip: DOWN, TOWARDS and A (Close up).
Torpedo: Charge BACK then press FORWARD and RIGHT SHIFT.
Knee Drop: While jumping forward or straight up hold DOWN and press C.
Ground Knee Drop: Hold DOWN and press C while other player is knocked out on ground.
Air Torpedo: While high in the air press DOWNFORWARD and RIGHT SHIFT.

Defence and general moves:

Taunt: FORWARD and BLOCK.
Hop Back Defence: Hold B and double tap BACK on the pad.
Spin Out: A, B, C and DOWN together.

Fatalities:

Staff Impale: Charge BACK then press forward and left shift while close.
Barbecue: DOWN, DOWN/FORWARD, FORWARD then C and LEFT SHIFT.

THE DRAGON

Fireball: DOWN, DOWN/FORWARD, FORWARD, LEFT SHIFT.
Offspeed Fireball: DOWN, DOWN/FORWARD, FORWARD, A.
Slide Kick: Charge BACK, then press FORWARD and RIGHT SHIFT.
Double Spin Kick: DOWN, DOWN/BACK, BACK the RIGHT SHIFT.
Split Ball Shot: Just press A and B together.
Split Kick: B and C together
Twin Kick: FORWARD then FORWARD and RIGHT SHIFT together.
Dragon Kick: Tap FORWARD twice then while hopping forward hit UP and RIGHT SHIFT together.
Air Slide: While jumping straight up hit DOWN/FORWARD and C.
Jump Chop: While in the air hold UP and Press LEFT SHIFT
Jump Split: While in the air hit B and C together.

Defence and general moves:

Taunt: FORWARD and BLOCK
Hop Back: Double tap BACK on the pad.
Hop Forward: Double tap FORWARD on the pad.

Fatalities:

Power Kick: Stand close, taunt, and sweep DOWN, then DOWN/BACK, then BACK, then C and RIGHT SHIFT at the same time.
Head Slap: Charge BACK, then press FORWARD and LEFT SHIFT while close.

NIKKI CHAN

Upper Kick: DOWN/BACK and RIGHT SHIFT.
Fast Hair Whip: DOWN, DOWN/FORWARD, FORWARD then LEFT SHIFT.
Slow Hair Whip: DOWN, DOWN/FORWARD, FORWARD then A.
Torpedo: Charge BACK then press FORWARD and LEFT SHIFT.
Super Spin Kick: Sweep DOWN then DOWN-BACK, then BACK and RIGHT SHIFT.
Hair Swing: Hold B and tap C rapidly.
Duck Slide: Hold DOWNFORWARD and press C.
Air Slide: While jumping straight up hit DOWNFORWARD and LEFT SHIFT
Head Dance: While jumping, hold DOWN and press C.
Ground Head Dance: Jump and hold DOWN and C while opponent is floored.
Flip Specials Set: (do these while at the top of either forward or back flips)
Flip Split kick: Press C and RIGHT SHIFT at the same time.
Flip Grab: Press FORWARD and RIGHT SHIFT.
Flip Fling Kick: Press UP and RIGHT SHIFT.
Flip Roll: Press FORWARD and LEFT SHIFT.
Wall Forward Shift: Press UP while back flipping into the edge of the screen.

NOBUNAGA

Sword Upper: DOWN, DOWN-BACK, BACK then LEFT SHIFT.
Duck Slide: DOWN/FORWARD and C while ducking.
Fast Star Throw: DOWN, DOWNFORWARD, FORWARD then LEFT SHIFT.
Slow Star Throw: DOWN, DOWN/FORWARD, FORWARD then A. Press A rapidly for the magic star.
Super Kick: Tap FORWARD and then FORWARD again and RIGHT SHIFT.
Run Charge: Charge BACK, then FORWARD and RIGHT SHIFT together.
Sword Play: DOWN, DOWNFORWARD, FORWARD then press RIGHT SHIFT. Hold to continue sword play.
Sword Drop: While jumping forward or straight up hold DOWN and Press LEFT SHIFT.
Ground Sword Drop: When the other player is on the ground hold DOWN and Press LEFT SHIFT.
Air Slide: While jumping back press DOWN/FORWARD and C.
Air Star Throw: While jumping DOWN, DOWN/FORWARD, FORWARD and press A.

Defence and general moves:

Taunt: Forward and block.
Hop Back Defence: Hold B and double tap BACK on the pad.

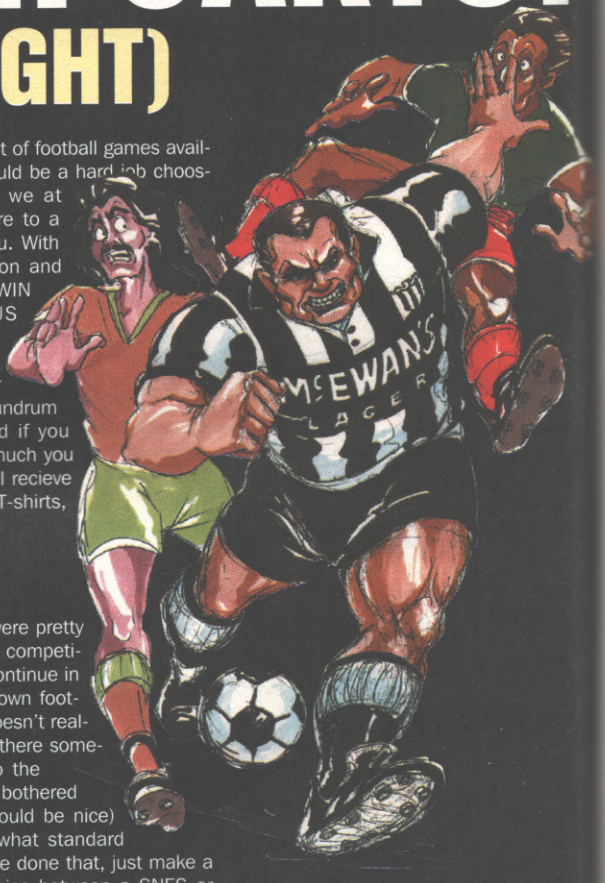
Fatalities:

Sword Decap: Taunt then DOWN, DOWN/BACK, BACK then press LEFT and RIGHT shift together
Slice in half: Charge BACK then press FORWARD and LEFT SHIFT.

WIN YOUR WEIGHT IN FEVER PITCH CARTS!

(IF YOU'RE QUITE LIGHT)

There's an awful lot of football games available at present, and it could be a hard job choosing between them. But we at CVG, generous once more to a fault, are here to help you. With the aid of this competition and your own skill you can WIN one of SIX copies of US Gold's Fever Pitch game FOR NOTHING, instantly solving the little soccer cartridge purchasing conundrum currently facing you. And if you don't really fancy it that much you can always hope to be a runner-up, for such types will recieve A WHOLE PLANET of Fever Pitch goodies, such as T-shirts, bags and the like.



SO WHAT DO I GOT TO DO?

Ah, it all seems so simple up to this point. Well, we were pretty struck with the musical efforts unearthed by the PSX competition we ran couple of months ago, so we're going to continue in that vein. What we want you to do is compose your own football chant about Fever Pitch. Or US Gold. Or CVG. It doesn't really matter, so long as there's a tenuous connection in there somewhere. Like all good football chants it should run to the tune of a famous/classic number, so if you can't be bothered actually chanting the bleeder on to a tape (which would be nice) you can just send us a lyric sheet with a note of what standard you're robbing for a tune. We won't shout. Once you've done that, just make a note of your name and address, along with your choice between a SNES or Mega Drive cart in the event you're a winner, pop it in the envelope (or on the cassette box) and send it to SCARLET FEVER PITCH COMPETITION, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU, to reach us no later than June 15. Normal competition rule apply, so no multiple entries, and don't expect a reply if you write in to whinge that you didn't win.

chart attack with HMV

all format top 10

1 ✪ Super Karts
■ Virgin ■ PC CD-ROM
The PC gets its very own MarioKart lookylikey. SuperKarts is not as good as that seminal piece of software, but damn good fun with up to eight players on a network.

2 ▲Discworld
■ Psygnosis ■ PC CD-ROM
Psygnosis' star-studded adventure based on the Pratchett novels seems to have gone down as well with the public as did with reviewers. It's excellent in every way and very big.

3 ✪ Bioforge
■ Electronic Arts ■ PC & CD-ROM
Origin's latest piece of interactive gaming lacks the B-movie actors of Wing Commander 3, but features more involving exploring and scrapping gameplay.

4 ▼ Dark Forces
■ Virgin ■ PC CD-ROM
Virgin's Doom-style shootathon has you killing your way through a Star Wars-based labyrinth.

5 ▼ Sensible World of Soccer
■ Virgin ■ Amiga
The machine may be having a real rough time of it but its followers can still put a game in the top 10.

6 ▲ First Encounters
■ GameTek ■ PC & PC CD-ROM
The follow-up to Elite 2 deals with plenty of the first game's faults, but adds some new ones. Review on 86.

7 ✪ Return Fire
■ 3DO Company ■ 3DO
A classic little shoot-'em-up that sees you taking charge of various army-type vehicles. It's aceness.

8 ▼ Lost Eden
■ Virgin ■ PC CD-ROM
Various Jurassic period creatures aiding and abetting you through this Cryo programmed adventure.

9 ▼ Gex
■ BMG ■ 3DO
If you really want to know about the platform game that is Gex then we suggest you turn to page 75, like y' know.

10 ▼ FIFA Soccer '95
■ Electronic Arts ■ SNES
The footy game that just won't die! It looks great, it sounds great and by golly it is a great too!

key ● non-mover ▲ move up ▼ move down ✪ new entry

HMV KNOW HMV · KNOW GAME

One thing the games-buying public can't be called is fickle, if a game's a goodie then it'll stay and stay in the charts; as you can see if you look at what you've been using your parents' credit card for this month...

md top 5

1 ✪ Rugby World Cup ■ Electronic Arts
2 ▲ FIFA Soccer '95 ■ Electronic Arts
3 ✪ Road Rash 3 ■ Electronic Arts
4 ▼ Story of Thor ■ Sega
5 ✪ PGA Tour Golf 3 ■ Electronic Arts

snes top 5

1 ● Int. Sup. Soccer ■ Konami
2 ▲ Super Punchout ■ Nintendo
3 ▲ Cannon Fodder ■ Virgin
4 ▼ NBA Jam TE ■ Virgin
5 ● Donkey Kong ■ Nintendo

gb top 5

1 ✪ Wario Blast ■ Nintendo
2 ✪ FIFA Soccer '95 ■ Electronic Arts
3 ▼ The Lion King ■ Virgin
4 ▼ Tetris 2 ■ Nintendo
5 ▼ Donkey Kong ■ Nintendo

gg top 5

1 ● NBA Jam TE ■ Game Gear
2 ● FIFA Soccer '95 ■ Electronic Arts
3 ● The Lion King ■ Sega
4 ● Mortal Kombat II ■ Acclaim
5 ● Pete Sampras ■ Codemasters

mac top 5

1 ● Marathon ■ Electronic Arts
2 ▲ Myst ■ Electronic Arts
3 ✪ Sim City 2000 ■ Maxis
4 ✪ Rebel Assault ■ US Gold
5 ▼ Stalingrad ■ US Gold

pc top 5

1 ✪ BioForge ■ Electronic Arts
2 ✪ First Encounters ■ GameTek
3 ▼ Dark Forces ■ Virgin
4 ▼ Discworld ■ Psygnosis
5 ✪ Lost Eden ■ Virgin

mcd top 5

1 ● Rebel Assault ■ JVC
2 ● Snatcher ■ Konami
3 ● SoulStar ■ Core Design
4 ● FIFA Soccer '95 ■ Electronic Arts
5 ● TomCat Alley ■ Sega

amiga top 5

1 ✪ Super Skidz ■ Acid Software
2 ▼ Sensi World Socc ■ Virgin
3 ▼ Pinball Illusions ■ 21st Century
4 ✪ Roadkill ■ Acid Software
5 ✪ Theme Park ■ Electronic Arts

cvg's top 5

1 ✪ Tekken ■ Namco
2 ✪ Daytona USA ■ Sega
3 ✪ Full Throttle ■ Virgin
4 ✪ Flight Unlimited ■ Virgin
5 ✪ Fever Pitch ■ US Gold

NEXT MONTH

Demolish 'em Derby

All-new, shiny never-before-seen shots from this hit waiting to happen. Better looking than Ridge Racer, more action than Daytona – this is going to be massive.

Judge Dredd

The film's going to be bigger than a particularly fat and big thing this summer, and we'll tell you if the game can live up to this with a full Dredd review next month.

Batman Forever

The movie's almost here, and the game's looking like being a worthy spin-off. Check it out for yourself next issue.

You've probably seen it on 16-bit – but have you copped a look at the 32-bit versions... well you just might get to see them next ish.

Primal Rage

Ultra Vortex

Can this Jaguar beat-'em-up top Kasumi Ninja? Quite probably. The question is – how much further can it go? A long way, hopefully. Find out in the review next issue.

PlayStation Boxing

Step into the ring and prepare to be slapped as bring you a review of this revolutionary boxing sim.

Tekken Tactics

Whether you're on a PlayStation or battling away down your local arcade, you can't afford to miss our complete player's guide to Tekken.

Alien Soldier – solved

It's tough, very tough, but like games before it we've taken Alien Soldier apart and we'll tell you what we found (apart from a circuit board and some ROM chips).

E3 Special!

It's the biggest console event of the year, it's in the US and CVG are going to be there. We'll be bringing you the first news of the breaking software, the latest technology developments and, Nintendo willing, first shots of the finished Ultra 64!

COMPUTER AND VIDEO GAMES

CVG 164 – OUT JUNE 9

GET IT OR WE'LL ALL BE OUT OF A JOB

Yet again contents are subject to change. We're not psychic, you know. If we were we'd have all won the Lottery and run off somewhere a lot nicer than this place. If you're a 'gifted' one, or perhaps the seventh son of a seventh wotsit and want to earn yourself a bit of cash, drop us a line – you'd probably be able to do a much better job of this stuff than I can.

GAMEplay

PRICE! CHOICE! QUALITY! SERVICE!

These have made us one of the largest suppliers of computer & video games in the country today!

MEGADRIVE

T.P. Tennis	£39.99
[illegible]	£19.99
Batman & Robin	£CALL
Bloodshot	£39.99
Bodgerman	£44.99
Brett Hull Hockey '95	£35.99
Bubsy The Bobcat 2	£24.99
Cannon Fodder	**£35.99**
Cliffhanger	£36.99
Corporation	£16.99
Earthworm Jim	£43.99
Ecco 2 - The Tides of Time	£35.99
Fantastic Dizzy & Cosmic Spacehead	£19.99
Fifa Soccer 95	£35.99
Grand Prix with Nigel Mansel	£40.99
Itchy & Scratchy	£32.99
James Pond 3	£18.99
Jelly Boy	£32.99
Jimmy White's Snooker	£25.99
Jurassic Park - Rampage Edition	£35.99
Kawasaki Superbikes	£32.99
Lemmings 2	£39.99
Mega Enforcers 2	£35.99
Lion King	£39.99
Lotus Turbo Challenge 2	£17.99
Marko's Magic Football	£21.99
Mega Bomberman	£32.99
Mega Drive Mouse	£19.99
Mega Swiv	£32.99
Mega Turrican	£18.99
Mickeymania	£34.99
Mickey & Donald - World of Illusion	£18.99
Micro Machines 2	£35.99
Mighty Max	£22.99
Mortal Kombat 2	£43.99
NBA Jam Tournament Edition	£43.99
NBA Live 95	£36.99
NFL Madden 95	£35.99
NFL Quarterback Club	£42.99
NHL 95	£35.99
Pete Sampras Tennis	£36.99
PGA European Golf	£28.99
PGA Tour Golf 3	£35.99
Pirates	£39.99
Pirates of the Dark Water	£26.99
Powerdrive	£31.99
Robotector	£36.99
Sensible Pinball	£35.99
Radical Rex	£22.99
Red Zone	£35.99
Rise of the Robots	£42.99
Risk	**£35.99**
Road Rash 3	£CALL
Robocop VS Terminator	£19.99
Rock N Roll Racing	£32.99
Rugby World Cup '95	£35.99
Samurai Shodown	£39.99
Second Samurai	£22.99
Shining Force 2	£39.99
Smurfs	£32.99
Soleil	**£38.99**
Sonic & Knuckles	£39.99
Sparkster (RKA2)	£32.99
Skeleton Krew	£CALL
Stretchin	£15.99
Stargate	£39.99
Striker	£35.99
Super Streetfighter 2	£48.99
Sylvester & Tweety	£23.99
Syndicate	£35.99
Taz	£47.99
Theme Park	£CALL
True Lies	£40.99
Unnecessary Roughness '95	£32.99
Urban Strike	£35.99
Virtual Bart	£23.99
Warlock	£39.99
Winter Olympics	£19.99
Wolverine	£40.99
WWF RAW	£45.99
Zero Tolerance	**£24.99**

32X

SPECIAL OFFER

32X Expansion Module **£154.99**

Cosmic Carnage	£48.99
Doom	£48.99
Fred Couples Golf	£CALL
Metal Head	£CALL
Mortal Kombat 2	**£47.99**
Night Trap	£CALL
Slam City	£CALL
Soulstar X	£CALL
Super Afterburner	£37.99
Star Wars Arcade	£48.99
Super Space Harrier	£37.99
Virtua Racing Deluxe	£48.99

GAME GEAR

Cool Spot	**£15.99**
Championship Hockey	£24.99
Chuck Rock 2	£14.99
Ecco 2 - The Tides of Time	£24.99
Excellent Dizzy Collection	£25.99
FIFA Soccer	£24.99
Incredible Hulk	£13.99
Itchy & Scratchy	£28.99
Kawasaki Superbikes	£29.99
Madden NFL '95	£25.99
Mickey Mouse 3	£25.99
Mortal Kombat 2	£29.99
NBA Jam	£29.99
NBA Jam Tournament Edition	£29.99
NFL Quarterback Club	£29.99
Pete Sampras Tennis	£24.99
PGA Tour Golf 2	£25.99
Powerdrive	£24.99
Rise of the Robots	£25.99
Road Rash	£12.99
Sonic Triple Trouble	£24.99
Stargate	£29.99
Star Wars	£12.99
Tazmania 2	£24.99
True Lies	£28.99
WWF Raw	£30.99

MEGA CD

Batman Returns	£19.99
BC Racers	£35.99
Beast 2	£29.99
Brutal Paws of Fury	£33.99
Cannon Fodder	£CALL
Cadillacs & Dinosaurs	£39.99
Dragon's Lair	£39.99
Ecco 2 - The Tides of Time	£35.99
Eye of the Beholder	**£32.99**
FIFA International Soccer	£22.99
Fatal Fury Special Edition	£35.99
Flashback	£CALL
Heimdall	£29.99
Keio Flying Squad	£35.99
Kids on Site	£39.99
Lawnmower Man	£29.99
Lethal Enforcers 2	£32.99
Mega Race	£32.99
Mickeymania	£35.99
Minnight Raiders	£CALL
Pitfall	£30.99
Rebel Assault	£39.99
Rise of the Robots	£39.99
Samurai Shodown	£35.99
Skullkeep (Dungeon Masters 2)	£25.99
Slam City	£CALL
Snatcher	£32.99
Soul Star	**£24.99**
Star Wars Chess	£19.99
World Cup Golf	£35.99

SNES

100% Combat	£40.99
Biker Mice From Mars	£40.99
Cannon Fodder	£40.99
Clay Fighter 2	**£44.99**
Desert Fighter	£19.99
Earthworm Jim	£48.99
FIFA Soccer	£35.99
International Superstar Soccer	£39.99
Itchy & Scratchy	£39.99
Jelly Boy	£35.99
Lemmings 2	£47.99
Lord of the Rings	£36.99
Madden '95	£32.99
NBA Live '95	£44.99
NBA Jam Tournament Edition	£CALL
Pinball Fantasies	£32.99
Powerdrive	£35.99
Side Pocket	£35.99
Smurfs	£32.99
Street Racer	£35.99
Super Bomberman 2	£39.99
Super Return of the Jedi	£49.99
Syndicate	£36.99
Tazmania	£19.99
True Lies	£47.99
Warlock	£47.99
WWF Raw	£55.99
Winter Olympics	£23.99

3DO

Goldstar 3DO	**£CALL**
Panasonic 3DO + One Game	£380.99
Fire 6 Button Joypad/Joystick	£27.99
Alone in the Dark	£35.99
Another World	£35.99
Cannon Fodder	£CALL
Demolition Man	£30.99
Digital Dreamware	£16.99
FIFA Soccer	£38.49
GEX (From March)	**£33.99**
John Madden Football	£34.49
Need for Speed	£38.49
Off World Interceptor	£34.99
Pebble Beach Golf	£32.49
Powers Kingdom	£33.99
Quarantine	£32.99
Rebel Assault	£38.49
Return Fire	£CALL
Road Rash	£37.99
Samurai Shodown	£32.99
Shock Wave - Operation Jumpgate	£27.99
Slayer Dungeons & Dragons	£37.49
Super Streetfighter 2	£52.99
Super Wing Commander	£33.49
Super Wing Commander 3	£CALL
Streetfighter 6 Button Pad	£27.99
The Horde	£30.99
Theme Park	**£35.99**
Total Eclipse	£28.99
Twisted Gameshow	£33.99
Virtuoso	£34.99
VR Stalker	£32.99
Way of the Warrior	£CALL
World Cup Golf	£32.99

AMIGA

All Terrain Racing	£17.99
Alien Breed 2	£17.99
Alien Olympics	£17.25
All New World of Lemmings	£19.49
Armour Geddon 2	£17.99
Samurai Shodown Compilation	**£23.99**
Beneath a Steel Sky	£22.49
Blues Brothers	£5.99
Burntime	£17.99
Cannon Fodder 2	£19.99
Champ Manager Italia '95	£25.25
Champions of Sport Compilation	£14.99
Classic Collection - Delphine	£19.49
Classic Collection - Lucas Arts	£19.49
Club Football - The Manager	£18.99
Cricket Masters	£18.99
Cricket 94/95 Data Disk	£9.25
Desert Strike	£10.49
Dungeon Master 2 (A600)	£22.49
Elite Plus	£12.99
Fantasy Manager Baddiel & Skinner	£15.49
Fields of Glory	£22.99
FIFA International Soccer	**£21.99**
Football Glory	£17.49
Formula 1 - World Champ Edition	£19.99
Graham Gooch Test Match Special	£18.99
Grand Prix (F1)	£12.99
High Seas Trader	£22.49
Impact	£11.99
Jungle Stike	£17.49
Jurassic Park	£11.99
Kings Quest 6	£22.49
Le Chuck's Revenge & Monkey Island 2	£24.99
Legends of Valour	10.99
Man UTD Prem Champions 94/95 DATA	£8.99
Man UTD - Prem League	£18.99
Master Axe	£17.99
Mortal Kombat 2	**£19.99**
On the Ball League Edition	£18.99
Overlord	£19.99
PGA European Tour	£17.49
PGA Tour Golf Plus	£11.99
Powerdrive	£19.99
Premier Manager 3	£16.99
Rise of the Robots	£25.99
Road Rash	£10.49
Secret of Monkey Island	£12.99
Sensible World of Soccer	£19.99
SIM City Classics	£23.49
Skidmarks	£11.99
Skidmarks 2	£19.99
Super Skidmarks	£19.99
Space Hulk	£11.99
Theme Park	£23.99
Valhalla 2	£23.99
World of Football	£17.99
World of Golf	£17.99
Zeewolf	£19.99

CD 32

All Terrain Racing	£19.99
Baddiel & Skinner	£21.99
Cannon Fodder	£21.99
James Pond 3	£14.99
Jungle Strike	£19.49
Little Divil	£18.99
Mega Race	£23.99
PGA European Tour	£18.99
Pinball Illusions	£20.99
Pinkie	£20.99
Roadkill	£19.99
Skeleton Krew	£21.99
Speedball 2	£12.99
Subwar 2050	£19.99
Super Skidmarks	£19.99
Super Stardust	£19.99
The Clue	£21.99
Theme Park	£23.99
Tower Assault	£19.99
UFO	£19.99
Ultimate Body Blows	£19.99

PC 3.5" DISK

Bureau 13	£25.25
Cannon Fodder 2	£22.99
Colonisation	£28.99
Descent	£25.99
Discworld	£29.99
Doom 2	£32.99
Dungeon Master 2	£27.99
Grand Prix	£12.99
Hokum KA-50	£22.99
Indycar Racing	£19.99
Jungle Strike	£22.99
Lion King	£19.99
PGA Tour Golf Plus	£11.99
Pizza Tycoon	£28.99
Premier Manager 3	£21.99
Skidmarks	£19.99
Theme Park	£27.99
Transport Tycoon	£28.99

JAGUAR

Atari Jaguar + Cybermorph	£199.99
Alien VS Predator	£47.99
Cannon Fodder	£37.99
Chequered Flag	£45.99
Club Drive	£45.99
Doom	£47.99
Dragon	£45.99
Kasumi Ninja	£47.99
Iron Soldier	£42.99
Tempest 2000	£39.99
Theme Park	£CALL
Spare Pad	£19.99
Syndicate	£CALL
Val D'isere Skiing	£CALL
Wolfenstein	£40.99

CD ROM

Alone in the Dark 3	£34.99
Big Red Adventure	£25.25
Bioforce	£CALL
Dark Forces	**£33.99**
Doom 2	£36.75
Earthsiege	£27.99
Ecstatica	£31.99
Encarta '95	**£59.99**
Descent	£26.99
Discworld	£CALL
Dungeon Master 2	£28.99
Interactive Coll Vol 1 (16 titles)	£31.99
Little Big Adventure	£34.99
Magic Carpet	**£31.99**
Nascar	£25.25
Pizza Tycoon	£28.99
Premier Manager 3	£22.99
Rebel Assault	£30.49
Rise of the Robots	£24.99
Rise of the Triad	£CALL
Sam & Max Hit the Road	£27.99
Theme Park	**£27.99**
Transport Tycoon	£28.99
Under a Killing Moon	£35.99
US Navy Fighters	£33.99
Voyeur	£27.99
Wing Commander 3	£37.99

100's MORE AVAILABLE, ALSO PC DISKS - PLEASE RING

FREE MEMBERSHIP

All Prices Include VAT.

- FREE MEMBERSHIP! SIMPLY SEND US YOUR DETAILS OR CALL 01924 473157 AND YOU WILL BECOME A LIFETIME MEMBER ENTITLED TO HEAVY DISCOUNTS, FREE CATALOGUES AND FREE ADVICE.
- EXTRA FAST DELIVERY, 2-3 WORKING DAYS ON STOCK ITEMS. (PLEASE ALLOW 7 DAYS FOR CLEARANCE IF SENDING A CHEQUE.
- ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ALL GOODS ARE FULLY GUARANTEED. IF ANY ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU.
- 1000'S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. SOFTWARE AND ACCESSORIES AVAILABLE FOR ALL MACHINES.
- ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE.

100's of accessories available - E.g. JOYSTICKS, SPEAKERS, SOUND CARDS. Also HARDWARE - PLEASE RING

01924 473157
SALES HOTLINES
OPEN SEVEN DAYS A WEEK

FAX ORDERS ON - 01924 473157
(24 HOURS A DAY)

- LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10.30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES.
- ORDER BY CREDIT CARD, CHEQUE POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOUR OWN PROTECTION.
- NEXT DAY DELIVERY £3.50 FOR ORDERS UP TO £50, £5 FOR ORDERS OVER £50. PLEASE ORDER BEFORE 3PM TO ENSURE IMMEDIATE DESPATCH.

GAMEplay

Cut Out This order form and post to :

GAMEPLAY, FREEPOST LS5924, BATLEY, W. YORKSHIRE WF17 7BR.

ITEM	MACHINE	PRICE
		£
		£
		£
		£
		£
		£
	P&P	£
	TOTAL	£

Postage is **FREE** on all accessories and orders of more than one item. Please ADD £1 for orders of just one software item.

NAME: .....

ADDRESS: .....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... FAX: .....

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐ Access VISA DELTA

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐

Cheques payable to 'Gameplay'.

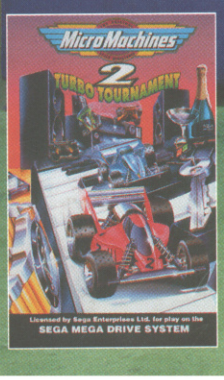
Prices correct at time of going to press. E & OE.

CVG 6

100%

GAMESMASTER MAGAZINE GAMEPLAY RATING*

"...the most playable game in the world!" Overall Score - 97%*



THE ORIGINAL

Micro Machines 2 TURBO TOURNAMENT

Licensed by Sega Enterprises Limited for play on the Sega Mega Drive™.

SIMULTANEOUS 8-PLAYER TOURNAMENT*

It's brilliant and now you can take it for a spin on

Licensed by Sega Enterprises Ltd for play on

GAME GEAR™

94% PLAYABILITY
SEGA MAGAZINE

J-CART* FOUR PLAYER POWER

Codemasters

Micro Machines is a registered trademark of Lewis Galoob Toys, Inc. Codemasters is using the trademark pursuant to a license. Sega, Game Gear and Mega Drive are trademarks of Sega Enterprises Limited.
*Mega Drive version only

00%

R MAGAZINE GAMEPLAY RATING

e game in the world!" Overall Score - 97%

THE ORIGINAL
Micro Machines 2
TURBO TOURNAMENT

Licensed by Sega Enterprises Limited for play on the Sega Mega Drive™.

TANEOUS 8-PLAYER TOURNAMENT*

Codemasters is using the trademark pursuant to a license. Sega, Game Gear and Mega Drive are trademarks of Sega Enterprises Limited.
*Mega Drive version only

GAME GEAR

J-CART

Codemasters

MOTHER FROM ANOTHER PLANET

JUNE 1995 ALIEN TRILOGY • TEKKEN ON PSX

H

ONLY £2.25

THE BE

COMPUTER AND VIDEO GAMES

WHO ARE YOU STARING AT?

TEKKEN

– stamping on the 'nads of other beat-'em-ups – P26

CHAOT

REVIEWE

Knuckles proves there after Sonic for Sega –

REVIEWE

D

EVERY MAJOR GAME REVIEWED AND RATED

FIRST ENCOUNTERS – Well warped – P86

100% INDEPENDENT